



# THE MUSIC DIDN'T DRIVE HIM INTO A FRENZY. IT WAS THE GUY WHO SNAKED HIS NEW ISSUE OF NINTENDO POWER.

If your name isn't on the cover of this may then how did you get this issue into your grubby game-gripping palms anyway? A: Begged it, B: Snaked it, C: Got scammed at the newstand for \$ 3.95. & If you're guilty of any of these charges, there's something you should know. Until you get your own subscription, you're never gonna beat somebody who gets their own monthly issue of Nintendo Power. A Be serious for a minute. How do you expect to compete against someone who gets hundreds of hot game tips every month-tips that buy them extra lives, help them skip levels and beat the crud out of non-subscribing losers time after time-you can't. The only way to stay in the game and stay up-to-date with Ultra 64 and Virtual Boy is to sign-up now for \$18° and get a fresh, crispy, tip-packed issue of Nintendo Power in your mailbox every month. & So forget begging and mooching old worn out issues of Nintendo Power off your friends. There's only one thing that feels better than getting your own copy of Nintendo Power every month. And that's beating the crud out of someone who doesn't.

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This month there is a hero for everyone—
whether you want to save the world,
or you only want to save Dream Land!

The world's toughest puffball is back this month, and he's got a mission. The denizens of Dream Land are in danger once again, and only Kirby can save them in this incredible Super Game Boy game.

JUSTICE LEAGUE

What do you get when you gather together some of the most popular super heroes of all time! Well, this time you get one heck of a fighting game!

10

### MORTAL KOMBAT III

MINTENDO PO

Everybody's been sitting on the edge of their seats, waiting for any information they can get about Mortal Kombat III. The wait is over! 22 Catch an insiders look at this hot new title.



If you've got a computer with a modem,

then you had better read this article!

Nintendo Power is going online,

long with all of the hottest gaming tips we can find. Don't

miss this must-read feature.

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#### The votes are in and they've all been tallied! What is the number one game of 1942

Which game had 50 best graphics or the best sound Turn to page 50 and find out!







re's a true story I wrote for you!... Dun de dum, hmmm, f'm bored, I know! – I'll look through Volume 69 of Nintendo Power. Dum de dum, hmmm ... Kirby's Dream Course, that's nice. What's this? "Epic Center"... unvei!... next month ... hottest game-playing tips for ... ROLE-PLAYING GAMES! A whole section for RPCs?" O.K., Dave, stop hallucinating and read it again ... unvei! ... next month ... hottest playing tips for ... Yes! It says: role-playing games! Thank you! Thank you! Thank you!

#### DAVID GRIFFIN SALISBURY, NO

have been wondering. Is your staff all disciplined, hardworking, cranky old people with no sense of humor? Or heavy-metal, purple-hair and slaughterhouse, punk teenag

SANTA FE, NM

SANTA FE, NN

It depends on the phase of the moon.

mwriting on behalf of Lucy the basset hound. After numerous negotiations, Lucy has agreed to be the unofficial mascot of Nintendo Power. How about we put it to the test? Have the intelligent, understanding, cool Nintendo



Power subscribers vote to see who is the most popular. If the winner is Lucy she gets to be the

official mascot of Nintendo Power for one day. So who will it be? Lucy versus Mario? The basset hound versus the plumber? The Floridian versus the Frooklynite? To find out put this letter and her picture in Player's Pulse. P.S. Don't ask how I got her to wear that shir.

#### MICHAEL ROBERTS RUSKIN, FL

Michael—No need for a vote. Mario is doggone crazy about appointing Lucy mascot for a day. But, he'll keep the job long term.

am writing about the new setup of Nintendo Power. I am sorry to say that I don't exactly support the new layout. I do like the new Power Chart section and the Now Playing area, Unfortunately, I don't care for the new Pak Watch or the Take Twos. Not to put you people down or anything. I personally would not buy a game reviewed in the Take Two section unless I have played it first. I also find myself compelled to write about the Epic Strategy section. Don't get me wrong, it's a great section and all, but in the March issue (Volume 70) the underlying graphics are tough to read.

> KORY KELLER LINCOLN, NE

#### IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

What do you think of the new Nintendo Power online service?

> NINTENDO POWER PLAYER'S PULSE P.O. BOX 97033 REDMOND WA 98073-9733





- 1. Luis Borrero Springfield,MA
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- 5. Cindy Chang Laguna Hills, CA
- 6. Ian Olsen Cincinnati, OH 7. Naomi Chiba - Cincinnati, OH
- 8. Angie Krasinski Erie, PA









### some in Aspen



last June's Player's Poll confest, had an excellent time during his two-day ski trip to Aspen, Colorado, A certified ski maniac, Eli got to go to a World Cup downhill race won by American A.J. Kitt. Afterward Eli hit the

slopes himself

He also won kickin' new gear, courtesy of World Cup skier Tommy Moe and Fommy Moe's Winter Extreme Skiing and Snowboarding. Eli is sure to wow his friends back in Manchester, New Hampshire, with his new Dynastar skis, Lange racing boots, Salomon bindings and Kerma ski poles





#### CRIME GAMES

- 10. Super Bomber Man 3: The World Trade Center
  - Final Felony 3
  - Kirbv's Jailbreak
  - Super Mario Lawsuit 6. Donkey Kong Blackmail
  - 5. Secret of Murder

  - Mugging Kombat 2 3. Double Bombing 5
  - 2. Top Cariack
  - 1. The Larceny King

KARL WARSOP GASTONIA, NC



our products are very well constructed. My dog got hold of a video game and chewed on it for an hour before anyone decided to do anything. The game doesn't look too well, but still works fine. Little sisters are also game destroyers. Mine gave my controller a dip in the toilet. It works O.K., but smells funny. I'm very impressed with all of your products and I thought I should let you know.

**NICK NOLAN** LAS VEGAS, NV

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mission from whoever pays the bill.



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THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	DONKEY KONG COUNTRY	1	7
2	FINAL FANTASY III	4	5
3	THE LEGEND OF ZELDA: A LINK TO	2	40
4	SUPER METROID	3	13
5	NBA JAM TOURNAMENT EDITION	9	4
6	EARTHWORM JIM	5	7
7	MEGA MAN X2	8	3
8	MORTAL KOMBAT II	6	8
9	MEGA MAN X	19	17
10	FINAL FANTASY II	NOT RANKED	36
11	SECRET OF MANA	NOT RANKED	16
12	ILLUSION OF GAIA	16	6
13	SUPER PUNCH-OUT!!	7	6
14	THE LION KING	11	6
15	NHL HOCKEY '95	10	4
16	SUPER MARIO KART	12	28
17	KIRBY'S DREAM COURSE	NEW	1
18	NBA LIVE '95	13	4
19	KEN GRIFFEY JR. PRESENTS MLB	17	13
20	UNIRACERS	NEW	1

### GAME BOY TOP 10

VOL 71			TOTAL MONTHS
1	THE LEGEND OF ZELDA: AWAZENNO	2	25
2	DONKEY KONG	1	12
3	MADDEN '95	NOT RANKED	2
4	WARIO LAND: SUPER MARIO LAND 3	5	11
5	METROID II: RETURN OF SAMUS	7	41
6	DONKEY KONG LAND	3	4
7	TETRIS	8	32
8	MORTAL KOMBAT II	10	5
9	SUPER MARIO LAND 2: 6 GOLDEN COINS	4	31
10	DR. MARIO	NOT RANKED	36

### TOP 10 EPICS

TOP TO EPICS			
VOL 71	GAME	SYSTEM	RELEASE DATE
1	FINAL FANTASY III	SUPER NES	OCT. '94
2	THE LEGEND OF ZELDA: A LINK TO	SUPER NES	APR. '92
3	FINAL FANTASY II	SUPER NES	NOV. '91
4	SECRET OF MANA	SUPER NES	OCT. '93
5	ILLUSION OF GAIA	SUPER NES	SEPT. '94
6	THE LEGEND OF ZELDA AWARDANG	GAME BOY	AUG. '93
7	EARTHBOUND	SUPER NES	JUNE.'95
8	BREATH OF FIRE	SUPER NES	AUG. '94
9	ROBOTREK	SUPER NES	OCT. '94
10	FINAL FANTASY LEGEND III	GAME BOY	AUG. '93

## MOST WANTED

Here are the most wanted games and systems according to the Player's Poll responses. If you don't like what you see on the list, be sure to send in your vote this month!

- 1. KILLER INSTINCT (NU 64)
- 2. NINTENDO ULTRA 64
- 3. DOOM (NU 64)
- 4. VIRTUAL BOY
- 5. DONKEY KONG COUNTRY
- (SUPER NES)
  6. CRUIS'N USA
- (NU 64)
- 7. FINAL FANTASY III (SUPER NES)
- 8. MEGA MAN X2 (SUPER NES)
- 9. NBA JAM TOURNAMENT EDITION
- (SUPER NES) 10. STAR FOX 2 (SUPER NES)

### HALL OF FAME

Do you have an all-time favorite game? Here are a few of the classic titles that have topped the charts for months on end.

GAME NAME

MONTHS ON
THE CHARTS

F-ZERO

24 MONTHS

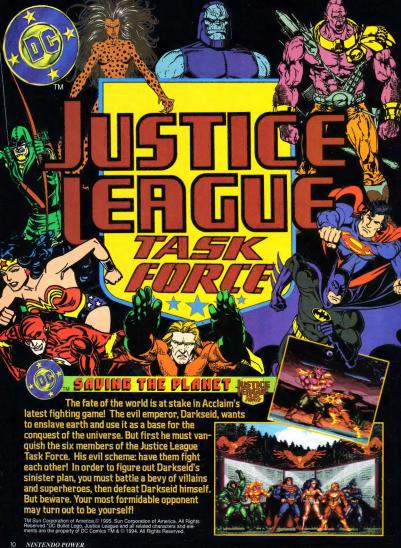
PILOTWING

1 MONTHS

MONTHS

HONORS

F-Zero was one of the first racing games on the Super NIS and its zill considered one of the least some of the least some of the least some of the super NIS and its zill considered one of the least some of the super NIS and its zill considered one of the least some some of the least s



Aquaman's heritage makes him a formidable adversary on both land and sea. Having experienced great tragedy in his life — his son was killed in a battle with an archenemy — Aquaman knows he can give no quarter as he battles earth's invaders.

MOYE

Quicksilver moves and the unique water blast are Aquaman's top weapons. Thanks to his dense body structure developed to withstand water pressure at great depths, he's also a heavy puncher.

Aquaman won't hesitate to use this move against rivals who let down their guard.

Move in close and hit a Punch Button,



#### CO DY STAM

It's like the Body Throw, but you finish by pressing a Kick Button. For a lethalcombination, follow up with a Hard Punch.



#### 

Begin this stunning move by pushing Down. Roll your thumb Toward your opponent and bits Punch



### SPINNINGUL PERAU

Begin by moving Away. Circle Down and Toward the opponent, then push a Punch Button.



#### 

Start Toward the direction Aquaman is facing, then circle Down and Away before hitting a Punch Button. Aquaman's opponent won't know what hit him!



Born deep below the ocean waves in the kingdom of Atlantis Aguaman was adopted by a lighthouse keeper and raised as Arthur Curry before becoming a founding member of the Justice League. Gifted with lightningfast speed and the ability to communicate telepathically with sea life, Aquaman has waged many battles to keep the oceans free.

### SIDE KICK

Knock opponents off their feet by beginning a Spinning Uppercut Punch, but finishing with a Kick Button.





## THE FLASH



High-school student Wally West gained the ability to move at super-fast speed in a freak accident while visiting Barry Allen. the original Flash. After serving an apprenticeship as Kid Flash, Wally took over as The Flash himself. He uses his blinding speed to battle criminais all over the world but faces his toughest challenge vet with the invasion of the evil

Darkseid!

The Flash lost velocity while battling alien invaders of earth but is still a super-strong hero with a top speed of three times the speed of sound. His ability to vibrate through solid matter serves him especially well when, battling behemoths like Darkseid and Despero.



The Flash's best strategy is to dart over, around and through opponents, never letting them know where he'll turn up next. He can confuse opponents by battering them with tornadoes. His speed punches, though deadly, require him to stand still—always a big gamble.

The Flash likes to send dazed opponents tumbling head-over-heels, Move in close, then press the Medium or Hard Kick Button.



#### # = = = = : UN

Button.

Vibrate through The Flash's opponent by starting forward, then rolling your thumb Down and Away from the opponent. Finish by pressing a Rick



At close range, press Toward your opponents and then press the Medium or Hard Kick Button to send them sailing. One word: wham!



Press Down on the Control Pad, then roll your thumb Toward your rival and press a Punch Button. It's certain to leave your enemy winded.





#### GUHHANIUMAN AS

The seventh time's the charm. That's the number of quick punches you'll need to throw to get these fireballs hurtling toward your enemy.





### Batman

JUSTICE LEAGUE TASK FORCE

The Caped Crusader is a superb athlete, accomplished in almost every form of hand-to-hand combat. When in a jam, he often turns to the many unique tools on his utility belt. His superlative leaping ability is guaranteed to stun an unwary opponent.

Shrewd use of his Batarang and smoke bomb allows Batman to move in close, where his formidable martial arts skills make him a particularly fearsome combatant. His Glide Kick is powerful but must be carefully timed if he doesn't want to overshoot his opponent!

#### 

Batman's extensive training and legendary self-discipline pay off in this audacious move. At close range,

press Medium or Hard Punch Button

### ETABLE ANG

Press Down, then roll your thumb Toward Batman's opponent and press a Ponch Button. The Batarang moves slowly but packs a wallop.



### SMOKE SOME

Start Toward Batman's opponent, circle Down and Away, then press a Kick Button. The finish of this move is a real knockout.





#### At the tender age of eight, Bruce Wayne dedicated himself to a life of battling evildoers after seeing his parents murdered in cold blood. Though he affects the image of a millionaire playboy and businessman, Batman is most at home when he dons his distinctive purple-and-black suit and tracks down criminals on the streets of Gotham City, Batman is expert in both martial arts and criminology. His laboratory in the Batcave, deep beneath his palatial mansion, is stocked with the latest in crime-fighting tech-

nologies.

### SPINININGKACK

Start by pressing opposite the direction Batman is facing, then quickly wheel Down and Toward his opponent. Finish by pressing a Kick Button.





Press Down, roll your thumb Away from Batman's rival and press a Kick Button. The strength of the button pressed determines the distance traveled.





## supeaman



Endowed with super strength and a virtually indestructible body,
Superman can defy gravity by flying, melt objects with his heat vision
and immobilize rivals with his freeze breath. Superman is extremely
brave and will make any effort necessary to save others.



Superman's flying ability and super speed allow him to attack quickly from a distance. An especially powerful combo begins with the Eye Beams or Freeze Breath and ends with the Forward Flying Thrust Punch.

#### 

Move in close, then press Medium or Hard Kick. Superman will grab his opponent. Ily up and slam him or her into the ground. This attack is a real back-breaker!



#### 

Fire and icel Press Toward your rival, roll Down and Away, then press Punch. It's easy-and nastyto follow with a Flying Forward Thrust Punch.



Push Superman's opponent back by pressing Down, rolling your thumb a quarter-circle Toward the opponent, then pressing a Punch Button.



#### ionalidaduk Tugʻilgi

Press the Control Pad Away, circle, your thumb Down and Toward Superman's enemy, then press a Kick Button. Beware of a

Button, Beware of a sneak attack while winding up!



Press Down, roll your thumb a quarter-circle Away from your opponent, then press a Kick Button.

Superman will levitate until you press a Punch Button



As Clark Kent grew up on a Kansas farm, he astounded his parents with superhuman feats. At the age of eighteen. Clark learned that he was the sole survivor of the doomed planet Krypton, Shortly afterward, he moved to Metropolis and became a reporter for the Daily Planet. A true idealist, he uses his amazing abilities to defend "Truth, Justice And The American way."



This gigantic telepath nourishes a special hatred for the Justice Leadue, After cruelly ruling his home planet, Kalanor, Despero was finally captured with help from Justice League Task Force members. However, he managed to escape and return to his blighted planet, where he hurled himself into a tower of nuclear flame. This desperate act increased his strength a hundredfold and made him even more savage than before

No superhero or villain combines brute strength and telepathic powers like Despero. With his mutant third eye, he can perform astounding feats of hypnosis and telekinesis. In hand-to-hand combat, his enormous size and ferocious demeanor make him truly frightening.

MO V

Despero can generate a deadly blast with his third eye. He is slower than most of his opponents. At close quarters, though, he is a ferocious fighter, capable of pummeling an opponent with a seemingly endless array of kicks, punches and body slams.

#### 

At close range, grab your opponent and press Medium or Hard Punch. This savage move is the last thing an opponent needs!

Press Down, roll your thumb Toward your opponent, then press a Punch Button. Few can withstand this attack from Despero's eerie eye.





### 

Press the Control Pad in the direction Despero is facing, then follow with the same sequence used to launch an Eye Blast. Despero will launch his 8-foot 5-inch frame in a terrifying attack.

### I BARING KACK

An alternate tactic for attacking from a distance. Press Down, roll your thumb Away from Despero's opponent, then push a Kick Button.







## WEG .

### Wonder Woman



Also known as Princess Diana of the Amazons. Wonder Woman is a fearless warrior who serves as the Amazonian ambassador to "Man's World." She is named for Diana Trevor. an American aviator who once saved the Amazons from the rampaging hordes of Tantalus. With the help of her mother. Hippolyte, Wonder Woman vanquished the Amazons' ancient rivals. She often finds herself defending the innocent

from the forces of evil.

Though capable of flying and superhuman feats of strength, Wonder Woman is a gentle soul whose crime-fighting methods embody her belief in the power of peace. Wonder Woman's faith in Olympian virtues will be put to the ultimate test by Darkseid's evil plan!

Wonder Woman has superhuman strength and the ability to fly. In hand-to-hand combat, she uses the unusual methods of the ancient Greeks. She also has a Magic Lasso and the ability to deflect projectiles back at opponents with her silver wrist guards.

Move in close, then press the Medium or Hard Punch Button. This attack is guaranteed to shatter vases and send opponents flying!





#### SPRINGING

Press the Control Pad Away from the direction Wonder Woman is facing, roll your thumb in a half-circle Down and Toward her opponent, then press a Kick Button.



#### KOVE: ZANDIDIVE

Begin this dazzling move by pressing Down, rolling your thumb 90 degrees Away from Wonder Woman's opponent, then pressing a Kick Button.



Press the Control Pad Away from Wonder Woman's opponent, execute a half-circle Down and Toward her opponent, then press Punch.



Executed defily, this move deflects all projectile attacks! Press Down, rotate a quarter-circle Away from your opponent, then press a Punch Button.





## LECEN ABBUT FRE

JUSTICE LEAGUE TASK FORCE

The world's greatest archer, Green Arrow is also a superb hunter and tracker and unsurpassed in hand-to-hand combat. Fighting the nefarious Darkseid and his bloodthirsty confederates, Despero and Cheetah, will tax Green Arrow's skills and smarts to the limit!

M As a mortal, Green Arrow will have to rely on guile and a one-of-a-kind quiver to best his opponents. His best strategy gy is to pepper an opponent with different kinds of

arrows, then attack with low, sliding kicks.

#### 

Press Down, then roll your thumb 90 degrees Toward your opponent and press any Punch Button. The stronger the punch, the







higher his Green Arrow will be when he lets his arrow fly

Sending a chill down a rival's spine may be Green Arrow's best opening gambit. Press Down, roll your thumb in a quarter-circle Toward the opponent, then press Kick.

#### 

Press Down, then roll your thamb Away from your opponent and press Kick. A great move, thanks to Green Arrow's spectacular leaping ability.





### HANNE PARKOR

Press Down and roll your thumb Toward your opponent, then press any Kick Button, Drive

your opponent back far by pressing the Hard Kick Button, then follow with any arrow combination. Ouch!





odds on behalf of the weak and the oppressed

found skills to cap-

ture them and return

triumphantly to civilization. A man of unbending moral

standards, Green

Arrow will fight all

Millionaire Oliver Queen's life changed forever when he fell off a yacht and found himself stranded on a remote island. Forced to rely on his wits, Queen became an expert archer. When a group of marijuana farmers arrived one day, he used his new-

## M. CHEETAH



Despite the fact that she is human, Cheetah shows no loyalty to her fellow earthlings. Unlike Darkseid, who has been known to spare vanquished rivals, Cheetah is a ruthless combatant who will exploit any weakness in an opponent.



Cheetah's razor-sharp claws, blazing speed and superhuman strength make her especially lethal in hand-to-hand combat. Opponents have a hard time landing any blows against her vicious, slashing attacks.

### 

Cheetah takes full advantage of her cat-like speed and agility by attacking and retreating quickly. When she gets close to an opponent, press the Medium or Hard Punch Button, Even her strongest opponents have no defense against this ferocious maneuver.



#### NEGET PAST

At close quarters, push the Medium or Hard Kick Button. Cheetah will grab her opponent in a headlock and lash their face without remorse. When the opponent finally throw her off, be prepared to counterattack immediately.



#### 701<u>5</u>545H

Hit your opponent with a razorsharp wheel by pressing Toward your opponent, rotating your thumb Down and Away, and then pressing a Punch Button.



Press the Control Pad Away from Cheetah's opponent, rotate Down and Toward the opponent in a 180 degree arc, and finish by pressing a Kick Button.







On an African expedi-

ruthless archeologist

Barbara Ann Minerva discovered a mysterious cult that worshiped a cat-god. She drank a secret potion that transformed her into the Cheetah.

tion, renowned but

TRANCE TRANCE

Darkseid murdered his mother and banished his wife and son in order to gain absolute control of his home planet of Apokolips. Since then, he has broken pacts and betraved allies, all with one goal in mind: total domination of the universe! Because he usually acts through subordinates, no one knows his full powers in hand-to-hand combat. Wee to his unwary opponents

This diabolical being is incredibly strong and nearly invincible. Despite his gargantuan stature, he can attack with surprising quickness. Even in hand-to-hand combat, he plots his moves carefully, often launching an overwhelming attack when an opponent least expects it!

MOV

Darkseid has superior leaping ability and can hammer opponents with his huge fists. Despite his vast physical powers, though, his deadliest weapon may be his burning stare, which creates an "Omega Effect" that can disintegrate opponents!

#### 

When Darkseid is near his opponent, push the Medium or Hard Kick Button. Be prepared to follow up this merciless attack.

#### 

Terrify your opponents by pressing Down, then rolling your thumb in a quarter circle Toward them and pressing a Punch Button.





### 

Begin by pressing the Control Pad Away from your opponent. Circle Down and Toward your opponent, then

press a Punch Button. This painful assault is a great follow-up to the Eye Blast.









#### IUMBING HBADESEDME

Press the Control Pad Away From your nemesis, then roll your thumb Downand Forward in al80 degree arc and quickly press a Kick Button. After this complex move, your opponent won't have time to ask, "What hitme?"



Players have several different ways to test their skills in Fatal Fury Special. The one-player Game, as with most

fighting games, pits the player against a host of computer conrolled opponents. With each



victory, the player moves closer to the ultimate battle against Ryo Sakazaki,



from the Art of Fighting game. Players looking for a little variety in their combat should check

Countdown Mode, In this mode, players must defeat back-to-back opponents as fast as they can, earning extra points for quicker takedowns.

One of the drawbacks to the earlier home versions of Fatal Fury was the lack of the

combination attacks. the arcade. Fatal Fury was one of the first



street fighting games to allow players to link moves in deadly combinations. When the game came to the Super NES, the combinations were lost. While it was still possible to hit your enemy with combos, pulling them off was a matter



-

of luck. Fatal Fury Special has cured that problem. Players should be able to use their favorite arcade com-

bos in the home game as well! Some of the controller moves are more difficult

to pull off in this version. but the changes can be mastered with a little practice.



Μ

The best new feature in Fatal Fury Special is the lineup of fighters. All of the characters that appeared in the earlier versions of Fatal Fury are back in this game, but players can also use the bosses from the earlier games as well.





#### TERRY BOGARD



### YAMADA



AXEL HAWK

Players that prefer to use punches and jumping attacks will like fighting as Terry.





As a boxer, Axei Hawk's style is centered around punches. Luckily. nis punches are





ANDV BOGARD

KIM ÁPHWÄN



ers who like to use kicks. His strength and speed make him a great fighter.





Tuna Fu Rue is the master who taught Terry and Andy everything they know.





HIGASHI



SHIRANUI

Geese is a very strong fighter Players who can





style tends to be fast and furious Players will thrill at his easy-toperform special attacks.





but her attacks tend to inflict very little damage.



KANK



















LAURENCE BLOOD



CHENG









Cheng is slow





KING



WOLFGANG KRAUSER

As the undisputed master of the game. Wolfgang's moves are quick and deadly.



moving because of his large size. but he is a strong fighter nonethe-229



If you





## BACKGROUND ATTACK

want to keep an edge over your opponent, be sure to take full advantage of the background area in the Fight Screen. By pressing the Lor R Buttons, you can leap into the background to avoid an attack. It is also very easy to surprise your opponen when you attack from the back-





## A FLAWLESS VIETORY



the latest areade smash from Williams—and talks to the design team for a fascinating look into one of the most highly anticipated video games of all time.

## ROBNO ONE

In Manda Sed Miliano Bally/Midway—the materia previous art ade classic him such as Mortal Kombato.

NBA Jam—unveiled diser bases and greatest fide, Mortal Kombato.

Nor months, gamers around depending the months of the months of the control of th

of it, and is gazantee those a mega-success

The biggest pursuants of the stands of most players have been what new characters and moves would be included in the game. Thousands of fans have been sending their suggestions to Williams where, they will be hap yo bear, the MK3 design team had a chance to look at them. Some of the stuff they included helps slayers during the game, like the sombo meters that tell you how many combo hits you've throw and the percentage of damage.

Another added element is the Run button. The idea of the Run button are ide

Probably the coolest addition of MK3 comes from the rumor that began about "Animalities" for









MKII. As much as people will have you believe that Animalities existed in MKII, they didn't. But that san't the case in MKI3. Ed Boon admits with a smile that they couldn't help themselves when it came to Animalities. He revealed one of the top secret Animalities to P. "Just like the rumor had it, we made Sub Zero's Animality a Polar made Sub Zero's Animality a Polar

Bear." Very cool.

Here's a quick rundown of MK3's features: 14 main characters including 7 new kombatants. Animalities, Babalities, Friendships and Fatalities (more than ever before), bi-level fighting, arenas where you can bust up through the top or down through the floor into a second level, the Run Button, ground combos, one player multiple path story game, three levels of difficulty, Kombat Kodes, all new digitized graphics with 50% more image memory than MKII, hidden characters, scrolling backgrounds, and tons, mew fighting moves. That should be worth a few quarters.

## FINISHINGITA

I to see but June and was fur Ished thin Mart's pister in monits for by ped tiles in vide ame his ary. The team that alliams three at this mind-being project turned out to have right mix of talent and tensifies and project turned out to have right mix of talent and tensifies and the indicate the identification to so mix to the project turned out to have right mix of talent and tensifies a mix of the part of the

to un. If you were become

of u = sure any great

you would probably find to

us side on genry t

us side

soughing it in sleeping bags. Seriously, these guys were consisted, and like the old joke goes arobably should've been. But the seative fire isn't something that you can control. From concept to empletion, they had 10 months and seven people. They had 18 Megabytes of ROM to fill with all they graphics and moves and special features—that's more than wice as much memory as the riginal Mortal Koinbat, They ilso had extraordinarily high

expectations in the gaming community. The pressure was on With only 10

With only 10 months to complete the job, you night have: expected them to have taken some shortcuts by stealing materials from MK II out that wasn't the asse. Every element from the graphs viole computer code

was created especially

this game to with all game
edispinent, the process begin
the deciding we what to put a
folin Tobias or not
much of the character

The MK3 Team gathered at the ACME show in Reno to show off their game, From left Steve Baran, Dave Michicich, Ed Boon, Tony Soskie and John Tobias



The dragon head in the middle of the selection screen will be the 15th fighter—a legendary character who is hidden in the game



arms and Sheeva comes
from (laro's hums world
convitation in the tourner
ment. Cyrax launches his
haroy net, which holes
opponents still for a sec
ondor two



W. Same











in the passion of the wo presures bik garnes he also creates the suries behind each of the characters. "We sound one back on Mortal

really relate to one character or Ten MK II and added to the whole

their favorite old characters, but

new characters." Some of the new
characters are related to the old.

Sheeva, who is of the same four-

new moves and functions for the state of the

After the perlimitary work, the next step was to create video of the MK actors. Some of the actors are martial artists and some of them aren't, John Tobias told us.

Basically they just have to be not it. They have to be able to with sand eight hours of jumping, ducking, kicking, hitting and thyways the screen. Tony Goskic.

unplanned and conte from

unplanned and come from

other areas of the development process. Dave and Lony, who both work on the backgrounds, start work with

work on the back grounds start work with control of the elements to the control of the the control of the control of the to the control of the control of the control of the to the control of the control of the control of the control of the to the control of the control of the control of the control of the to the control of the control of the control of the control of the to the control of the control of the control of the control of the to the control of the control of the control of the control of the to the control of the control of the control of the control of the total of the control of the control

The possed appears well just age assess were writing explain topy. So need the best buff in segment one order de has vary. The rays all agreed and Edpoud of the decome or care on his wor. They also share impiration in stance. Dan forten who has created the music on all three MK games, will study Tony's backgrounds and march the mood.

So, back to the pressure cooker Once the raw video was shot and digitized, the frames got individual attention. Character frames were finned to 64 colors, but John Tobias and Steve Beran bumped certain colors to enhance clarity and spent endless hours retouch ing everything by hand. "A lot of people don't realize how much of colf-up-your-sleeves-and-sweat-it out kind of work this is," says Steve You have thousands of frames to animate and memory management to consider. A lot of people take it for granted that the charac ters look real and they think that it's just the video. In a lot of other

MK3 is very clean." Up until the last minute before

Up until the last minute before by a superior of the screen shots the names of some finalized in time.



The updated Sub-Zero turn out literally to be one of the coolest characters in the



Kest of	Characters
RODMEC	RETERAIS

Sheeks Kann

Nightworf Shang Gung Stryfer Sub Zero

Kapal Sonya Cryax Kung Lao

Sindel Lip Kang Sektor Jox









## OMBAT KODE

illiams made a major pinovarion in MK 3 that should keep players coming back to the arcade even after the home versions are released. The six Kombat Kode symbols can be entered before a match if you know the right Kode. The Kodes will come from a wide variety of sources including promotions, nome games, the Mortal Kombat movie and licensed products When you crack the Kode, you go to play with some variation to the gaine such as with special moves or in areas with new backgrounds. some Kodes will bring up bosses and hidden characters. Other Kodes will feature different play nodes like dark fighting or doule speed rounds. The dark fight og mode only lights up for a few sconds when you score a hit so the

Kodes effect only one part of the game—disabling blocking or throws, for instance. "There's literally a million variations that we call put into the game," explains Ed Boon. "We found that a lot of play ers didn't like some element of MK II, like throws. So using the codes is

7 6 7 7

way to disable that function and give players a new way to fight. We're going to have one code that we call "Old School." You won't have any secret weapons so you lijust have to use punches, kicks and jumps. This way, no character has any advantage." From now until next fall. Williams will release the arcade Kombat Kodes.



Enter the six symbols that make up a Kode and you can also KK3 like you've naver played it had the social Kodes will be revealed in the months following the introduction of the game in Asset

## ROUND FOUR-

Ow that MK3 is out and the consumer versions are underway, what he alread for the Mortal Kousbat universe? Boon caudidly said that the func of MK lies in the hands of the fans of Mr. less in the hands of the fam-securally, we dight is used there is an Mr. 3, but his decreased ascent that we felt that we find in it. Mortal Kombart & We're not working on it now the who has of there is a cought demand, we'll a again. If we chink these days

things to do, we'll do them.

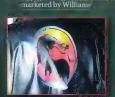
The Morial Kombia projuit appear in sew forms, as well july, an animated video will be released. The story follows the nany subplots of the fight. risk it all in the Shakhalin

Tournament. The Mortal Kombat movie will be released in August production cost of \$40 million Ouch! As for the consumer verons of MK3, Williams actively onsults on the projects, but deep of the development in house.

They (the developers) send at long to check out, "says John to bias." We play them and se sed a comments, but we don't is any of the development here. I show he says that communic between Williams and outside tevelopers has been yet geode and ling in some execution as geode and ling in some execution. He have the Super NES and Nintendo Ulura 64 will be marketed by William. suck comments, but we don't

Entertainment instead of Acclaim his time around, which suggest hat Ed. John and the other tea members will have even more input into the games. Those was n the year, but by that things of ROM set of MK3 will have appeared in the arcades with moves and other secrets like secret hours and other secrets his secre-haracters as it more his degre-haracters as it more his commen-gues at Williams soon by a much more deep for his firm the highest commence of the deast or Ahoromalities or som-ther great now. Yes send some coffee, too











Kirby has taken a few odd turns during his video game career, most recently trying his hand at puzzles and golf, but now he's back doing what he does best. Though his favorite method of attack won't win him any awards for table manners, he's certainly

won the hearts of adventure game players the world over!



You'll face a lot of mini and major hosses throughout your adventure. Defeat them to free your allies and gain valuable Power-Ups.



Though there are a lot of new characters in Dream Land, you'll also encounter some very familiar faces along the way.

### **ENEMIES TO ALLIES**

Kirby's most useful talent is his ability to absorb the powers of the creatures he eats. You keep the ability until you get hit, or until you drop it by pressing Select.

pine, every day will be a bad hair day! If any enemies get too close, though, you can certainly burst their bubbles





This little object will give you the power to become a fireball for a few seconds, and you won't have to worry about heartburn!

Feeling a bit run down? Gobble this up for a quick chargeyour enemies, that is. The sparks you give off will keep others at bay





Give enemies the cold shoulder with your frosty breath, turning them into ice cubes before they attack.

Use the umbrella to knock out enemies or break through blocks. It may not look dangerous, but Kirby has a swing a major leaguer!





KIRBY'S **DREAM LAND 2** 

The game takes you on an extended journey across the islands of Dream Land, each with its own unique features and dangers. There are limited continues, but your progress is automatically saved in one of three memory files, allowing you to pick up where vou left off.



When you begin the game, only one island will be displayed. After you complete each level, the next island in the chain will



Another clever feature of this game is the addition of three new allies for Kirby. You'll usually find them trapped within a bag in a boss's chamber. When you defeat the boss, they'll join you on your journey. While you don't eat them, you do gain some of their abilities as long as they're with you.



Rick the Hamster isn't fast, but he's tougher than he looks Like all your friends, Rick adds his life bar to yours. He'll leave if his meter reaches zero, but you'll be able to go on.







Coo holds you in his talons, and you direct his flight with the control pad. This way, you can fly and inhale or attack at the same time.



The only place Coo is not effective is in water. Switch friends before any water stages.





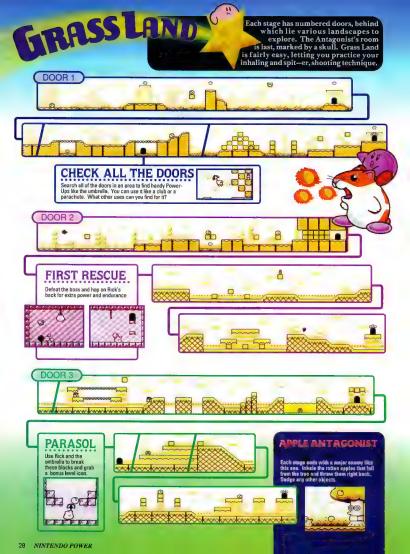
### Kine the Fish will help you through the tough water stages

On land, Kine is, well, a fish out of water! In his element, though, he can navigate through the killer currents with ease.

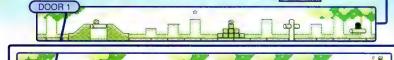


Rick can carry you on his shoulders very easily Don't refuse the ridel

You can't inhale when in the water, unless Kine is carrying you in his mouth.





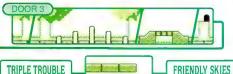






When you're low on life,

fly around enemies.





#### BONUS STAGE ICON Collect this special icon in every stage to later

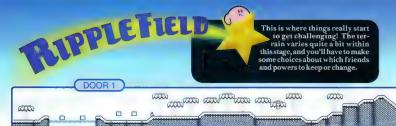
gain access to a bonus stage

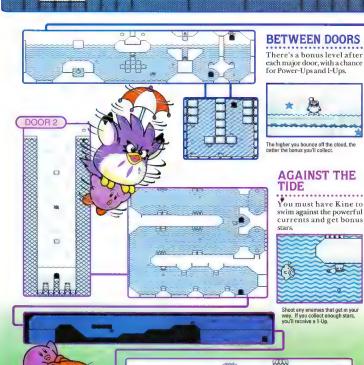


## HEDGEHOG

Inhale the small hedgehogs and spit them at the big one. This is tougher than it sounds, since their running patterns vary.





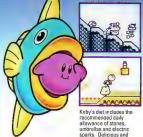


m

#### KIRBY COMBOS

Eating different enemies may pro-duce different effects, depending on which friend you're with, Experiment to see which combos work best.

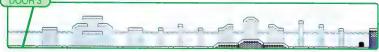




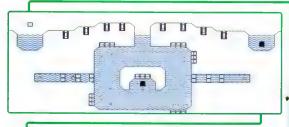








nutritious



## HIDDEN DOWN UNDER

Instinct might tell you to jump over gaps or ponds, but this is one time you won't lose a life if you take the



Dive deep to find stars and other bonuses Fabulous hidden treasure lies just beyond that door!



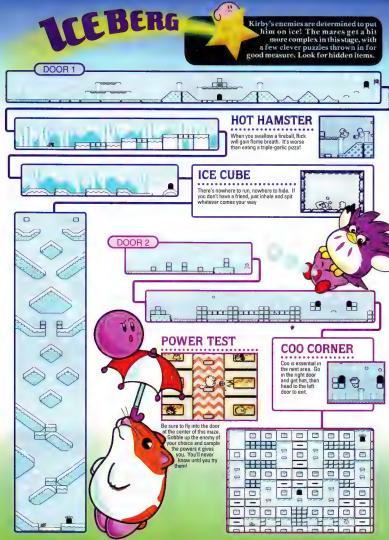
### ANGLER FISH

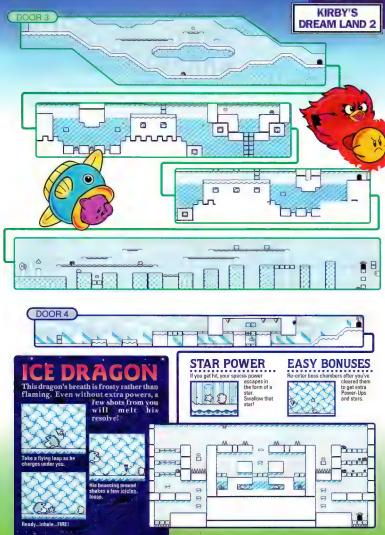
Your best bet is to go into the battle with a friend and an extra power. Shoot him if you can, or blow the starfish that float by back at him.

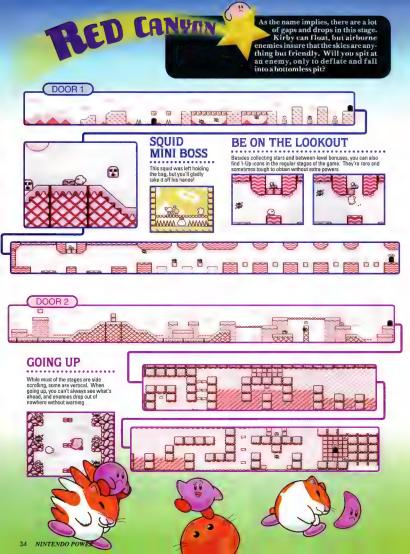


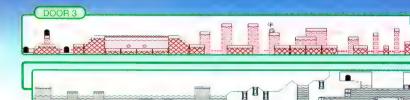












#### DOOR 4



#### PRICKLY WELCOME

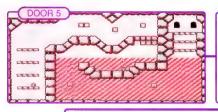
The porcupine power is only good at short range, but it will hurt almost anything



### **AERIAL ATTACK**

Coo + a porcupine - one nesty combo! One touch will take out most minor enemies.





### FASTER! FASTER!

You must keep ahead of the



## DOOR 4

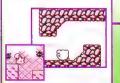
DOOR 3

## PICK A PATH

# PICK A PATH Whichever way you go, you'll find bonuses in abundance

#### MORE CHALLENGES

More complex areas await, with more auto-scrolling Watch for long jumps!



#### BAD EATING

Take him down with a puff of air or a shooting star.



Don't suck up these

#### HIDDEN STARS

Unless you're really pressed, swallow every block you find

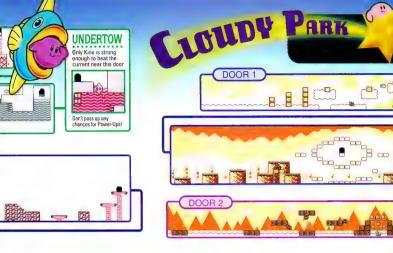


Some blocks con ceal stars and items

### IN THE DA

This shooting star is not good lucl obvious that you inhale and spit sta his speed makes it difficult.

Stay in the light when the eclipse cornes.











## STARRY SKY

Try to get nere with a friend or an extra power



This looks innocent enough, but you can get trapped if you rush in Be sure to eat the block



#### **HEAVY HITTER**

Combine Rick with stone power for massive mayhem!



Here's where your flying prowess will really he put to the test, especially if Coo is not around to help wade through enemies, search high and low for doors and bonuses.

# JET STREAM

Let the prevailing winds carry you all the way to a valuable 1-up.

# IT'S IN THE BAG

Be on the lookout for a chance to beat a mini-boss and free a friend





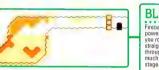




There's little maneuvering room in this vertical stage







# BLAST OFF

Fireball power lets you rocket straight through



# ARK CASTLE

ou'll have to tackle this final stage without benefit of maps or specific tips. Your friends are counting on you to rid Dream Land of these pests once and for all. Who's the evil lord of the cas le? There's only one way to find out, and it's not pretty!



# **FADE AWAY**

The cloudy path disappears under you-move it!





# WHICH DOOR?

Pick a door, any door, all will be rewarding!



ter, anyway? ur friende



# IN THE SKY

The battle starts predictably, then takes a turn for the worse when the boss returns in a deadlier form!



Wait for him to pop up.



The battle is half over, but he's now twice as mean!

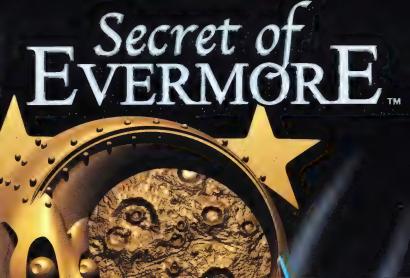


Be prepared for more complex mares and puzzles. Don't wait for the floor to fall out from under you!





Do you have the stomach for the battles ahead?









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A third adventure-so far the game has no name-is being developed by Ouintet for Enix. Quintet also created Illusion of Gaia and SoulBlazer, Also working on this project are some of the people created ActRaiser, Enix America says the title should be an

adventure along the lines of Gaia or Zelda rather than a straight RPG. They also say it is awesome. We hope to bring you a further report on both of these new titles, and a look behind the scenes at Enix development, in the months ahead.

# NEW GAMES TAKE ON EPIC PROPORTIONS

Epic games are growing up. Some of these upcoming titles will stretch the size and scope of epic games in untold ways. Epic Center will follow this evolution.

pcoming epics such as Secret of Evermore, Chrono Trigger and Dragon Quest VI will push the boundaries of epic gaming. Larger memory configurations give programmers more room to add to the complexity of play, include more puzzles and create more detail and richer sound. The age of blocky characters eight pixels tall is coming to an end. Replacing it, epic gamers will find more realistic animation, characters and settings. We are already seeing many games that have added more action elements to the gaming mix. One day soon, RPGs will become as exciting as any action game.

## II DRAGON QUEST VI

nix won't release Dragon Quest VI in Japan until the game actually transports players to a fantasy dimension-or

so it seems. The latest in the lengthening saga is that Enix has increased the size of Dragon Quest VI to 32 megabits, making it as big as Donkey Kong Country. The 24 megabit version we saw at Shoshinkai last fall looked plenty impressive, with realistic, detailed graphics, orchestral sound and a huge game world to explore, but apparently it wasn't enough. The latest word from Enix suggests that the new and improved Dragon Quest VI might be shown at E3, the Electronics, Entertainment Exposition in Los Angeles this month. Enix still has no official release date for this game in the U.S.

Dragon Ouest VI isn't the only iron in the fire at Enix. The RPG masters are deep into development on 7th Saga 2. The original 7th Saga used some innovative battle schemes to add more action to the traditional RPG style of the game.

# **■** P.T.**Q**. 2 HEADS FOR

oei hopes P.T.O. 2 will steam into harbor for strategy war gamers this October. For those of you who missed the original P.T.O. Pacific Theater of Operations, the game puts you in command of the American or Japanese Pacific fleet during the second world war. The battle scenarios came straight from the pages of history and the complexity of the game included nuts and bolts details such as procurement. According to Koei, the next P.T.O. will have some new scenarios while some old favorites remain. Improvements should be apparent at all levels of the game, but it will still have a menu-driven interface that may seem daunting to first-time strategy players. In addition to P.T.O. 2, Brandish II will be released this fall, as well,



# KNIGHTS OF THE ROUND



Arthur wields Excalibur and the Pendragon Shield.

**OBREEZE** Breeze makes deft use of a pike and natural speed.

D HUG Lug carries a broad sword and has

thick armor plating.

WALLY Wally uses a bevy

of daggers to keep his fees at

DIONE Lightning fast Tone has a hot silver hammer.

CHANCELOR Loyal Lancelot clears the way with his lance

> **ODARREN** Darren drops foes from a distance with his crossbow.

OTRUMK Trunk's massive battle axe intimidates

his enemies. PHIL Hungry Phil has the most strength and Flaming mace.

O GALLOP Gallop's long mace is feared by Morgana's minions

O ZEKE Brainy Zeke has the speed to stay ahead of the pack

O BRICK Brick huris projectiles at his surprised opponents.



Each knight must defeat a Warlord to regain a key. All twelve keys must be collected before Arthur and the Knights can return to their World

Prior to leaving Camelot, Arthur must select two of the twelve knights as traveling companions. This decision is made at the Round Table in

the west wing of the Castle. Since all of the knights eventually seek out their own Keys of Truth. game players have the opportunity to select and

knight at some point in the game. When visiting the Round Table, preview Knight Profile Screen

play each

prior to selecting Arthur's companions. The profile screen provides the knight's name, a picture of any special item this knight has collected, and the life, defense, strength and speed meters for each

individual. The portrait of the knight reveals what weapon he employs. Of all the knights at the Round Table, Tone has the best speed, Trunk has the best defense skills and Phil has the best strength. Vary the composition of your party,







Arthur King's football playing companions have been transformed into knights with unique and



special powers. In order to return to the future, each knight must recover a Key of Truth and guard it with his life. Key of Truth can bestow additional abilities upon the party. Tap the talents of each warrior by pressing the Select **Button** during com-

bat.





experiment with each knight and determine which combination suits your style of play.



When selecting knights, review the statistics for each In addition to physical attributes, each knight uses a specialized weapon.



Teamwork is the winning attitude! Capitalize on the individual strengths of each of your companions throughout the game.

# **NOT SO MERRY** OLDE ENGLAND

the chaos unleashed by Morgana has splintered the countryside into eight distinct regions, Journey with Arthur and the Knights as they reunite Britain and rescue King Arthur. Each quest is packed with surprising twists, turns and eccentric characters, and you must infiltrate and explore every village, keep and castle. A quick warp feature allows players to view a Map Screen and warp past areas they have already explored. Select the Map Screen and move the yellow shield representing the party to a desired location. If the shield shines brightly, the area has been explored and the party may warp to the location. The shield does not shine on unexplored or inaccessible territory. Use this feature to quickly warp into areas adjacent to new regions



Explore each of the eight regions in Britain; find all twelve of the Keys of Truth.



Use the Map Screen to warp to areas already visited on foot. The shield representing the location of your party shines brightly on explored areas.



DARK FOREST Region 8

> **CASTLE DARK** CITADEL

→Lancelot's Key

Region 7 \* Trunk's Kev

> **CASTLE VILOR** Region 5 → Tone and Brick's Keys

CASTLE SAN-GUINE

Region 3 olly's Key

Region 4

CASTLE

Region 7

VILLAGE

Region 6

Region 6

→ Darren and

Lug's Keys

BLACK ROOT

→ Zeke's Key

**CROWN HORN** 

**CAPE OF DEATH** 

**CASTLE TINTAGE** Region 1

\*Breeze's Kev

Region 2 → Gallop's Key

**WELTON VILLAGE** 

Region 2

The lest technold of chivelry and order in the land, Camelot is home to Arthur King and the Knights of Justice. Return bere often to eceive counsel from the powerful wizard terlin or choose Knights from the Round Table



# FIND THE EXCALIBUR SWOR

rthur King's tirst deed in his new world is to recover the Excalibur, Merlin instructs him to receive the sword from the Lady of the Lake. After several encounters with brigands in the forests surrounding Camelot, Arthur meets the Lady, who informs him that he must prove his worth like the real King Arthur did, before receiving the sword. Northeast of Camelot, high atop Shield Heights, is a young dragon, Since King Arthur's

capture, the draghas run amok t be land, stealing the valu-

a h lee

Pendragon Shield. The Lady explains that she will reward Arthur with Excalibur if he returns with the Shield. On his journey to Shield Heights,



The Lady of the Lake will give Arthur the sword only after he has completed the hero-ic deed of returning the Pendragon Shield.

Arthur encounters a deadly flame wall blocking his path. Merlin recognizes the spell as the work of Morgana and knows of a potion that can extinguish the magical fire. The wizard requires four regents to create a brew, and Arthur embarks on a search of the nearby forest. Wandering the woods. Arthur collects Nightshade, Monkshood, a Hairball and a Newt's eye. Exploding spores and killer bees are just a few of the hazards surrounding Camelot, and Arthur King and his companions exercise caution as they carefully explore the undergrowth. Checking

behind trees, they discover a hidden glade concealing a magic shield for Breeze. After recovering the four ingredients, Arthur and the Knights return to the



A magical wall of searing flames blocks Arthur's path. There must be a way around it. Perhaps Merlin knows something about the source of the spell.



A Magical Shield for Breeze! The dense forest undergrowth conceals several valuable items. Search emong all of the trees for hidden trails.

ery green wings in the distance, the beast beckons a challenger. Who will it be? Before Arthur can decide: Breeze lifts his pike and charges.

WARLORD'S HELMET

MANUEALL MIGHTSHADE BLACKSMITH'S HOUSE **BEYE OF NEWT** WALL OF FIRE MONKSHOOD **6** EREK OF TINTAGEL SHIELD ATTACK 8 MAGICAL SHIELD

Castle. While Merlin prepares the potion. Arthur remembers the shield and asks Breeze to join him on the journey to defeat the Dragon, Merlin's potion of Fire Protection allows the party to ven-

ture further into the unknown. As Arthur and the Knights battle through a fortification, the clanging of swords against armor echos through the rocky outcroppings of Shield Heights. When the last foe has fled, only a rope bridge separates the Knights from the young dragon. Raising its leath-

The dragon dares anyone to cross his bridge. Dragon scales are normally impenetrable to weapons, but the underbelly has softer, weaker



Shield Heights is filled with brigands Wipe this bunch out and grab the Shield Attack items lying on the ground. Keep returning to this screen until vou have 99 Shield Attacks





Don't get burned by this dragon—use Breeze and his Magic Shield! Wait for the dragon to raise his neck before aiming at his soft underbelly.

The young dragon atop Shield Heights is a tough opponent, but using Breeze and the Shield Attack should quickly bring, the reptile to his scally knees. Watch and follow the eyes of the dragon. The beast points his head directly at his intended fireball target, Occasionally the dragon will move his neck in such a manner that his brown underbelly will be exposed

to attack. Stand in front of the dragon and use the Shield attack. Keep repeating this until a tender red well has developed on this roaring flamethrower. A few more hits will inflict more damage than the dragon can stand. Collect the Shield of Pendragon from the statue and return to the Lady of the Lake. While the Lady recognizes Arthur's feat, she presents one final

puzzle. Watch as the Lady uses a ball of light to trace an outline of a path across the lake. Arthur must remember and follow this path to claim Excalibur.



Arthur King has completed the puzzle of the lake! Excalibur is his to wield At last there is a slight glimmer of hope for the Kingdom of Camelot.



dragon and returned with the Shield of Pendragon, Arthur must undergo one final trial before claiming Excalibur.



# ACT2

# **RECOVER BREEZE'S KEY**

he first Key of Truth is located in the heavily guarded Castle of Tintagel. Merlin instructs Arthur to determine which knight this key belongs to. Because he is the only knight currently equipped with a shield, Breeze seems a natural choice to include in the explosi ration party. Ironically, the first Key of Truth also belongs to this knight. Arthur sets out from Camelot, heading east to the Castle of Tintagel. A small warlord army greets the Knights of Justice in the shadow of the fortress. Victory on the battlefield does not lower Tintagel's drawbridge, and Arthur decides to venture through the outlying lands in search of another solution. Wandering through the forest, he encounters a blacksmith pleading for assistance. A Warlord patrol demands tribute from him each time he cuts timber for his smithing fire. The smith cannot afford to pay a fee, but he needs to cast a plow for Welton village. The Blacksmith offers him a book of ciphering for

eliminating the patrol and returning with an article that proves the demise of the enemy.

Later

encounters the Erek of Tintagel, a hermit living in a cave beneath a

nearby castle. Erek was once the proud ruler of Tintagel Castle, but now the



Keep a sharp eye out for obscured trails leading into unseen clearings. This hidden trail leads to a Warlord's discarded Helmet.



sreacherous Warlord, Spike, inhabits his abode. Erek knows every inch of the fortification, including a secret passageway beneath its walls. The hermit will show Arthur the corridor entrance if he is given the Book of Eld, a sacred book of ciptering.

This mystic tome, Erek explains, was stolen from him by the Blacksmith. Angered by the smith's deception, Arthur returns and confronts the man. The Blacksmith divalges that he did not know who the book belonged to and that he found it in a cave.



Erek of Tintagel has fled his castle and now guards its secret entrance. Arthur and the Knights may pass after they settle a dispute

# FROM FREK'S THE SECRET PASSAGE EAVE Erek's secret passage winds through the deepest chambers of Tintagel Castle. Venture through a series of warp points while dodging flame-throwing traps and exploding fungi. Warlord Spike's forces will be stunned by the clandestine foray into their supposedly impenetrable keep В Tintagel Castle conceals secrets and treasures. Push against all of the TO THE CASTLE walls as you explore the (PHOTO 1) darkened halls

Ouch! The Warlord of Tintage! Castle has stocked the fortress full of nasty foes. Stock up on the ealing Herbs growing in Erek's cave.

Although he admits to no wrongdoing, the lacksmith feels that he has the right to compensation for

finding Erek's book. Arthur walks away, thinking about the argument presented by the Blacksmith. Was a wrong committed, or did Erek incorrectly assume that an article lost was an article stolen? Arthur's stroll leads him up and right from the Blacksmith's house. The grass here is cut in an unusual manner, almost as if a trail were hidden... could it be? Curious, the party

PERSONAL DESIGNATION OF THE PERSONAL DESIGNATION OF T

walks up into a hidden glade. A shiny Warlord Helmet lies in the middle

of the grass. Walking up to the helm, Arthur hears the leaves rustle. Ambush!

Hordes of black knights rush from the trees! After a brief pitched battle, Arthur returns the Warlord Helmet to the Blacksmith. This is the proof the smith was looking for. Overjoyed, the Blacksmith gives Arthur the book of ciphering and begins to heat his forge. Back at the cave under Tintagel, Erek is just as

excited about the return of the Book of Eld. Arthur and the party are granted unlimited access to the impassageway leading into the catacombs of Tintagel Castle.



Warlord Spike is determined to test drive his slege engine on Breeze. Dodge the front of this vehicle or you'll be roadkill.



# **RECOVER GALLOP'S KEY**

lush with victory, Arthur and the Knights return to Camelor with Breeze's key. Merlin congratulates the party. then pulls Arthur aside. "Arthur," he whispers, "your next quest is to recover the second Key of Truth hidden within Gruesonte Keep." Located north of Welton village. Gruesome

Keep is a decrepit fortification seeping with blood. Net even the vultures lay claim to the fallen bodies of brave



What's with the attitude in Welton? Everyone hates Arthur and nobody offers any information.

Perhaps Merlin has a solution.

warriors Merlin cautions Arthur, noting that the villagers might be able to provide the Knights with



With the right materials, the Blacksmith can create Wariord armor Metalworking is strenuous work, and the smith might get thirsty for some cider.

some assistance getting into the Keep, but that Welton's inhabitants have been acting strange lately. The bearded wizard suspects the work of the witch Morgana. Merlin also divulges the secret of the mysterious statues that guard the borders of each region in the Kingdom. At the top of each state ue is a magical blue orb. If the sphere is electrically charged, no one may pass. The wizard built the statues to guard the land against invaders. Merlin deactivates the eastern statues near Welton, allowing the party to pass. Arthur is not welcome in the village. The people turn their backs on the knights and announce their allegiance to the

sorceress. Confused, the Knights return to Merlin for advice. "Perhaps the villagers would be easier to deal with if they could not recognize you," suggests the wizard. Arthur remembers the Warlord Helmet that he found in the wooded glade. The closed black visor on the helmet would conceal a face. The

Blacksmith in the forest knows how to make Warlord Armor, but he lacks firewood or metal for the task, Scouring

Fire Wood Healing Herbs Wise Woman 6 Iron Scraps

Gem Shop Barrel of Cider Church

Charts & Mans Shop

Equip the Warlord rmor and venture back into Welton. Be sure to act real

Welton village, Arthur and the Knights collect wood and iron scraps. Thirsty from his labor, the Blacksmith requests a barrel of cold cider. Arthur finds the cider outside of the village inn. The work complete, the party dons the black armor and journeys back into Welton. The villagers rejoice and welcome the knights with open arms. The enthusiasm of the inhabitants in the town is eerie. The villagers demonstrate unwavering devotion to Morgana. Everyone is eager to report their deeds to the masked knights. The Gem maker has made a key to the secret entrance of Gruesome

Keep. He provides Arthur with the



Warlord Armor. Arthur revisits the village. The town inhabitants cooperate and welcome him. There must be a way to break the spell



Using an enchanted key, Arthur Mystical gains access to Gruesome Keep. Be sure to thoroughly explore powers are all areas in the forest the spe-

cialty of the old woman aving in the northeast corner of the town, She gleefully enchants the key for the party. Pocketing the key, Arthur ventures north of Welton with his group. An obscured trail catches his eye. Why didn't he see this before? The narrow path leads to a trapdoor. The magic key fits perfectly! A narrow underground corridor leads in the direction of Gruesome Keep. This is the secret



It's a Warlord cable car! Use Arthur and Excalibur to cut this fiend loose. After defeating this bad guy, return to Camelot and have Gallop ioin vou.



# TOUGH ACTS TO FOLLOW

ally's key is located in Castle Sanguine, a fortress surrounded by a maze of forest paths. The journey is mysteriously referred to as "Blinder's Way," a maze so complicated it requires a map. Merlin instructs Arthur to break Welton's spell by collecting the Goblet of Loyalty and two gems. the Emerald of Reason and the Ruby of Compassion. Arthur and the Knights find the treasures and place them on the altar in the Temple of Welton, Free from their spell, the citizens rejoice. Unfortunately, all of the maps and charts in the town are destroyed. The map maker gives Arthur some charred pieces of a map in exchange for sea flowers. He puts the pieces together revealing an outline of forest and road and a bunch of letters. What does

"Blinder's Way" mean? Arthur wishes Merlin could spell it all out for him.







# SAVE SQUIRE EVERETT

hile Arthur is cleaning up Castle Sanguine, a warlord infiltrates Camelot and poisons young

Squire Everett. Merlin recognizes the poison as the Tears of Gorius, a rare and toxic brew that has only one antidote. "Arthur," he explains, "you must travel to the Swamp of Zagar and bring back a fragment of a horn from the Zug that lives there." The Zug is a magical beast, and there is only one like it in the entire world. Arthur must gather the piece without slaying the rare animal, In his journey to the Swamp of Zagar, Arthur encounters many hideous denizens of the muck, including huge, vicious trees with ugly, gnarled faces. The roar of the Zug echoes from every direction in the mist. There is little time to waste.

## RESCUE THE GNOME PRINCE

fter she is broken of her spell, the Old Woman in Welton reveals that the Warlords have only ten of the Keys of Truth, not all twelve. One of the kevs is magically hidden in Gnome Woods, a forest north of Sanguine

Castle. The Old Woman gives the Knights a scroll. instruct-

n g

them to



read it aloud in front of an ivory pedestal. While wandering through the forest, Arthur encounters a Gnome King desperately seeking his lost son. Could this troubled ruler assist the Knights in finding the next Key of Truth?

## STOP MORGANA

eaning out a window atop Camelot's highest tower, Merlin stares out across the countryside. Winds from the channel blow out across the grasslands, pointing each waving blade of grass at the receding darkness in the north. The wizard reflects on the progress in the Kingdom. Young Arthur King and the

Knights h a v e demonstrated promise. but much work remains. h Warlords have been



challenged, but not beaten. Morgana still controls the frozen north. The real King Arthur and the Knights of the Round table must be rescued. Then, with luck. Arthur King and the Knights of Justice will be able to find their way home.







# WARP SPEED, MR. SCOTT

Brandish employs a unique method of movement, shifting the entire maze around the character. More than a few players night be confused by this flashing perspective and incorpertly assume that their character is warping throughout the maze. When you turn, the display automatically shifts 90 degrees, making it difficult at times to determine which direction Valik has fortated. This jerky, sporadic motion takes time to get used to. Thankfully, you don't encounter invisible teleportation tiles until later in the game. Players may want to hange the placement of certain button options. Consult the configuration of ear and select a button setting that suits your individual preferences.

Valik is standing in the same spot in both of these photos. The difference is that he has rotated 90 degrees. The revolving surfoundings may take time to get accustomed to.

# CHECK IT ALL OUT

In order to complete Brandish, players need to find their way through the massive forty-twil feel labyranth. Valik has a variety of options to help him explore and other come each of the progressively challenging and difficult floors. In the event that a player saves, his or her game in an impossible or very difficult situation, the game of fers an Emergency Escape Option. Activate this feature by pressing the A Button while holding down the L and R Buttons. Selecting this option drops Valik's current level by one.



Brandish includes an auto-map feature. This option is great for exploring areas containing warp tiles



You've tried all of your keys and walked over every pressure plate, but the cos still won't open What's that notch on the right wall?



Sticky door won't open? Sliding pole blocking your way? Nowhere to go? Finding a lever could be the key to solving your problem.



Open sesame! The lever opened the door and you're back on your was. Check every wall in the maze whenever your each an impasse.

# GRAB OR GLANCE

Use the Pick up/View option whenever you need to grab an item or examine an alea or item in close detail.





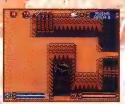
Use the View option to examine an item, door, or the strength of an opponent.



# SWING AND PARRY

Depending on your character's location in battle, Brandish has just one convenient button to both attack and defend in combat. At close range, Valik swings his weapon at his adversary, but if the target is too far away, he ducks behind his shield Keep a variety of weapons in vour inventory. While most swords eventually deteriorate and

break, spells last as long as Valik has Magic Points. Some opponents are immune to magical attacks, so have a weapon ready.



Falling down is the pits. Buy some Steel Balls.





Close in op a monster to engage in combat. Valik raises his shield in detense if he is not in range for an attack. The Ring of Life shown here revives Valik when his hit points are wined out.

# YOU BETTER SHOP AROUND

The twisting, dark, passages of the underground maze are packed with profiteers who would father make money off others than search for a way out. Visit and review the inventory of every tool, weapon and magic shop in the game. You can examine each item before you make a purchase. To view an item in a shop, point the cursor at the item and press the Y Button. Even if you decide not to buy any of the numerous wares offered, talk to each shop-

keeper. These shops are a great place to pick up information regarding the route to the surface! The inventory in the stores often provides



While expensive, magic spells last as long as alik has magic points to cast them experienced players recognize spells as one of



Checking of a store's inventory provides players with class as to what sort of obstacles lie on the road ahead. Stock up and combine the tems in your pack



Even if Valik has everything he needs, visit each shop and talk to the store owner.



Unlike this fellow, most shop keepers provide useful information about the maze

# A-MAZING FEATURES

The corridors beneath Bavalya conceal tricks and traps to snare all but the most brilliant players. Even the best equipped warriors rely on their wits and savy to survive the trip to the surface. Certain pressure plates open doors, but others close off escape routes. Jump over pits and plates that hinder Valik's progress, but remember that a few holes offer refuge from a worse-fate. Bash in weak walls with a

sledgehammer, and note any extra keys lingering in your inventory. The unique features and challenges of each subturanean level keep players coming back for more.





Quickly replansh your but points at any: Spring in the maze, or restore. Valik state line by resting: Press the L and R Buttons simultaneously to catch some Zs.





Break down weak walls by using the Sledgehammer.

# BEAUTY IS ONLY SKIN DEEP

While it's not the prettiest role-playing game on the market, this pak offers an extensive variety of challenging puzzles with a good balance of action. The numerous mysteries, bewildering maze, and bloodthirsty traps will keep hardcore cole-playing fans exploring for hours. If you're looking for Mode 7 rotation or this hy graphics, this is probably not your game. If you're seeding a thought-provoking intellectual challenge, Brandish might have exactly what you're looking for. This urly duckling has the potential of being a grand swan in the growing point of great MPGs.



one way to open a
door. Moving to
the next level
might require find
ing a specific key
to a certain lock
or activating a buddan switch or
pressure plate.



His Short Sword shattered and moneters closingue Vallik stumbles through a doorway and into a chamber centaining a dusty chest. Is this a lucky break or another deady, wap?

Brantilsh couples the great role-playing elements of Wizardry V. Dungeon Master and Soutblazer in one huge maze, check out the Epic Center Strategy section of Nintende Power Volume 71 for maps through the Ruins area.

# STRATEGY

Nothing beats a good adventure, and Epic Center Strategies help make every quest a

great one!

In your quest to avenge your sister Sara's

in you'll face all sorts of masty enemies. Luckily for you, you'll also meet several companions that will help you in your mission. In order to succeed, you'll have to use them to their full potential!

## Finding Karn's Fuse Spells

While Karn's thieving skills are helpful when you want to disarm a trap or open a locked door, his real power lies in his Fuse Spells. When Karn uses one of the amazing spells, he combines the powers of several characters to create a new, super-powered character. While the spell is active, you cannot use the fused characters, and they will disappear from the battle screen if you have them at the front of the party.

# Finding Shin

You'll find Rapn's Shin Spellin the Town of Cant. Enter the Chief's house on the north side of town and find the chest of drawers in the upper right corner of the building. Push the drawers to the right and enter the cave. Inside the secret room, use Ox to break the rocks



Push the chest of drawers out of the way then enter the secret room in Gant.

blocking your path, then put Karn at the front of your party. Talk to the Wise Man to learn the spell.

## Using Shin

The Shin Spell combines the powers of Karn, Bo and Gobi into a superpowerful archer. Shin is a great fighter, but he sake a useful character to have leading your party. Meel he is a the front of your party, he can hug the animals that appear in the overworld and collect the suppries they leave be hind. Shin's quick reflexes even let him hit the fast moving birds that Boalways misses!



Put Shin at the front of the party if you want to shoot the birds in the overworld. Hitting them will give you the WMeat, a powerful healinsteal.

# Finding Debo

Go to the Town of Gust and enter the Flute Maker's bouse in the center of town, On the right ide of the building you'll notice a chest and two barrels. Push the chest to the right then felling the hole that's hidden beneath it. Once inside the secret room, push the barrels out of your way, then put Karn at the head of your party and talk to the Wise Man to receive the spell.





## Using Debo

Before Karn can use the Debo Spell, your party must be traveling underwater. When he does use the spell, Karn will join together with Gobi and Ox to form a powerful water creature. While Debo can't use Gobi's water spells, this strong fighter has the hit points to withstand most attacks. Debo can travel only underwater so you'll need to use Karn's Revert Command before you can leave the underwater world.

## Finding Doof

Use the Warp Spell to return to the Town of Camlon, then exit the town. Follow the upper path outside of Camlon until your reach the bridge Cross the bridge take the stairs. ther continue to the right across the second bridge. Walk up to the Dragon Emblem and have Mogu dig down into the dirt. Once you are inside the secret room, have Karn speak with the Wise Man to gain the Doof Spell.



of the party if you want to dig!

## Using Doof

Karn's Doof Spell will fuse Karn, Bo and Ox into an extremely strong ciant. When you have boof at the head of your havy, he can move very heavy objects, such as the one you'll find in the Town of Bleak, You can also use Doof to find the B. Rang in the Krypt. Use his superior strength to clear your path to this powerful weapon!



Use Doof's great strength to find the B.Rang inside the Krypt

## Finding Puka

Restan to the Town of Bleak and enter the Fortine Peller shouse on the east side of town. Use Karn's Doof Spell to change into the giant, the imove the crates in the upper left corner of the building. After clearing your path, fall into the hole to find the secret room. When Karn speaks with the Wise Man, he'll gain the Puka Spell.



It will take the strength of Doof to move these heavy crates!

## Using Puka

Using the Puka Spell will fuse Karn, Bo, Ox and Gobi together into a small flying goblin named Puka. Puka possesses the ability to blast open the Dragon Seals that appear on the cliff faces throughout the game.



When you find a Dragon Symbol on the a cliff face, you'll need uka to break your way inside.

### Finding the Bolster

Before you can awaken Mogu from his mysterious slumber, you'll need to locate the Bolster. When you arrive in Gramor, Mogu's family will ask you to help him, then they'll give you the Cowl. The Cowl will let you understand the people of Tunlan.



Talk to Mogu's family in Gramor to receive the Cowl



Return to the Town of Gust and find the Maestro Flute under neath the Flute Maker's bed.

Go to the Town of Gust and find the Maestro Flute under the Flute Maker's bed, If you have both the Flute and the Cowl, you will be able to speak with the musical people of Tunlan, Return to Tunlan and speak with the Old Woman in the castle

on the north side of town. Enter the upper

most building in the town of Tunlan and speak with the Old Woman



Reply "Yes" to her request then head upstairs.

Place one of the female characters at the head of your party, then speak with one of the guards. The Princess will tell you that she will never give you the Time Key. When you return to the Old Woman, she will tell you about the marks on the Princess's back, Walk outside the castle and wait until nightfall. Enter the castle, go up to the guards, then walk right to the end of the hall. Walk down through the doorway, left to the stairs, then go upstairs. Continue to the left past the stairs and through the broken section of the wall. Walk up and stand behind the uppermost palm tree. then press the A Button to see the marks on the Princess's back.



Hide behind the palm tree and take a peek at the Princess's back.



Go to the safe in the castle and talk to the Old Woman once again, Stand to the left of her, face the door and press the A Button, then stand to the right of her and press the A Button again. Phis will activate a long sequence of events, but when you regain control of your characters, you can enter the safe and find the



Go to the safe and talk to the Old Woman Stand to the left of her and press the A Button.



Now stand to the right of her and press the A Button again.



After you regain control of your characters, you can open the chests inside the safe to get the

# Finding Rod 5

In order to locate the Dragon Equipment for your main hero, you must first locate the Rod 5. You can find the Rod in the Castle of Tunlan. Once you've gained access to the safe in the castle, walk in front of the chest on the far left. You'll fall into a hidden room where two people are walking around near a bed. Move the box that is directly below the bed, then search the area under the box by pressing A to find the Rod 5. Use the Rod to fish in wells throughout the overworld.



Walkin front of the chest on the left inside the safe

then fall into the secret room



Move the chest that's below the bed, then press the A Button to search the area for Rod 5.



bart. You can't fish without it!



Use Nına's flying ability to find the well in the mountains east of Gramor, Use Rod 5 to get the Dragon Shield



to find the Well where the Dragon Hat can be hooked



Fish off of the dock in the Town of Spring to find the Dragon Armor.

# NINTENDO POWER AWARDS 1994 WINNERS

THE VOTES HAVE BEEN TALLIED, AND THE RESULTS ARE IN! HERE ARE ALL OF THE TOP GAMES FOR 1994 AS CHOSEN BY YOU, THE READERS. THERE WERE DOZENS OF EXCELLENT GAMES IN 1994, BUT ONLY A SELECT FEW DESERVE THE COVETED HONOR OF AN NP AWARD!

# BEST GRAPHICS & SOUND



# SUPER NES

Was there ever any doubt which game would win the award for best graphics and sound? Donkey Kong Country is the first title to fully utilize the ACM rendering technique, creating graphics with incredible depth and realism. The digital sound is great toe

# IST...DONKEY KONG COUNTRY

ZND..FINAL FANTASY III 3RD..SUPER METROID



# GAME BOY

Since Donkey Kong is the hottest thing on the Super NES, it is only natural that his popularity would spill over onto the Game Boy. Donkey Kong and Mario battle it out once again, in this awsome Game Boy his

# IST....DONKEY KONG

2ND..WARIO LAND: SUPER MARIO LAND:3

3RD ..CONTRA: THE ALIEN WARS

NINTENDO POWE

# THEME & FUN

## SUPER NES

Which Super NES game is the most-fun to play? Well the race was close, but Donkey Kong Country came out on top. No matter how you voted, you can't lose with any of these great



# IST....DONKEY KONG COUNTRY 2ND .. EARTHWORM JIM

3RD SUPER METROID

# GAME BOY

Wario's first solo adventure won the award for the Game Boy. Wario Land: Super Mario Land 3 offers players a classic Mario-like game from the vieupoint of the evil Wario. It has new-er been so much fun to be bad!



Nimmodo GAME BOY.

IST ... WARIO LAND: SUPER MARIO LAND 3 2ND .. DONKEY KONG 3RD .. MEGA MAN V





# SUPER NES

A challenging game is not only tough to finish, but it should keep a player's interest, so that they do finish! Final Fantasy III offers players hours of challenge that translates into fun!



# IST ... FINAL FANTASY III 2ND SUPER METROID 3RD LEARTHWORM JIM

## GAME BOY

The arcade classic, Donkey Kong, went through a major overhaul when it was released for the Game Boy. With hundreds of new levels for Mario to master, it's no wonder that Donkey Kong won the prize for Best Game Bo Challenge!



IST....DONKEY KONG 2ND..MEGA MAN V 3RD .. WARIO LAND: SUPER MARIO LAND 3

# PLAY CONTROL

## SUPER NES

While a game's graphics, sound and challenge are all important elements to consider, good play control is crucial for making a successful game. When you combine the incredible graphics of Donkey Kong Country with smooth play control, you know you've got a classic in the making.



# IST....DONKEY KONG COUNTRY

2ND.SUPER METROID 3RD .. MEGA MAN X2

# GAME BOY

The play control of the Game Boy ver-sion of Mortal Kombat II makes it a strong adaptation for dedicated street fighting fans. When it comes to street fighting, play control is the key to a good game.



# IST...MORTAL KOMBAT II

2ND.DONKEY KONG 3RD .. WARIO LAND: SUPER MARIO LAND 3

# III LLEVIDO GOMES VANSED

# BEST EPIC

# ANY NINTENDO SYSTEM

The Best Epic Award is new this year. This award offers role playing and adventure



game fans a coring 2005

IST...FINAL FANTASY III 2ND JILLUSION OF GAIA 3RD ..LORD OF THE RINGS

# BEST TOURNAMENT FIGHTER

## ANY NINTENDO SYSTEM

We gave the RPG fans a chance to vote, so it is only natural that the fighting game players got their chance as well!



**IST....MORTAL KOMBAT II** 2ND..SUPER STREET FIGHTER II 3RD .. C2: JUDGMENT CLAY

# BEST SPORTS GAME

## ANY NINTENDO SYSTEM

Which sports game is the top game for 1994? It was a tough choice with so many great contests!



IST...NBA JAM 2ND ..KEN GRIFFEY JR. PRESENTS MLB 3RD .. MADDEN '95

# BEST MULTI-PLAYER GAME

# ANY NINTENDO SYSTEM Which game

gave you and your friends the most fun for your buck? Here are the best multiplayer games for 1994!



IST...NBA JAM 2ND..SUPER BOMBERMAN 2 3RD .. UNIR ACERS

# **BEST HERO**

# ANY NINTENDO SYSTEM

Who is the best hero for 1994? year's top dog is Nintendo's top monkey,



the mighty

Donkey Kong himself!

IST....DONKEY KONG 2ND. DIDDY KONG 3RD .. SAMUS ARAN

# WORST VILLAIN

# ANY NINTENDO SYSTEM

Who is the worst of the worst? Évery game has its bad guys, but it takes a truly evil nature to win this award.



IST .... KEFK A 2ND..KING K. ROOL 3RD .. CARNAGE

# BEST GOODIE

# ANY NINTENDO SYSTEM

The Best Goodie Award goes to the most popu-lar good guy that isn't quite the main hero of the games.



...INTERCEPTOR (FFIID

2ND...RAMBI (DKC) 3RD...CRANKY

KONG (DKC) WORST

BADDIE





Goodie award, the Worst Baddie award goes to the most evil henchman. You need to be really bad to win this one!

IST....ROCKCROK (DKC) 2ND...ULTROS (FFIID 3RD .. SILVER SPACE PIRATE

(SUPER METROID) BEST ORIGINAL

# CHAR ACTER

# ANY NINTENDO SYSTEM

Only the charac-ters that made their video game debut in '94 are eligible for this award.



IST....EARTHWORM JIM 2ND..DIDDY KONG 3RD .. CRANKY KONG

# COOLEST WEAPON OR ARMOR

## ANY NINTENDO SYSTEM

Your run-of-themill hero uses a sword or a gun, but an exceptional hero defeats his ene-mies by exceptional means!



# IST .... EDGAR'S CHAIN SAW (FERD

2ND ...JIM'S WHIP (EARTHWORM JIM) 3RD .. GRAPPLING BEAM (SUPER METROID)

# BEST SETTING OR STORY

# ANY NINTENDO SYSTEM

Everyone loves a good story, and these are some of the best! This year the votes show that a great game usu-ally tells a great story as well!



# IST ....FINAL FANTASY III

2ND ..DONKEY KONG COUNTRY

3RD .. SUPER METROID

# COOLEST TRANS-PORTATION

# ANY NINTENDO SYSTEM

If you're going to go some where, you might as well go in style. These



# IST ... SETZER'S AIRSHIP OFFIID

2ND.JET BIKE (EARTHWORM JIM) 3RD .. FOREST SPEEDER (SUPER RETURN OF THE JEDD)

# **BEST MOVE**

## ANY NINTENDO SYSTEM

The award for Best Move is presented to the game with the hottest character maneuver. While most of the nominees were fighting games, an action classic came out on top!



# IST....THE CRYSTAL FLASH (SUPER METROID)

2ND .. THE NASAL BURST (MICID)

3RD .. THE HELICOPTER JAM (NBA JAM)

# **BEST OVER-ALL**

ANY NINTENDO SYSTEM

# IST...DONKEY KONG COUNTRY

The top banana for 1994 is Donkey Kong Country! Donkey Kong went through a major make-over thanks to the ACM rendering technique, and stunned the video game world. This gravis hand the st. This game is hard to beat!



# 2ND... FINAL FANTASY III

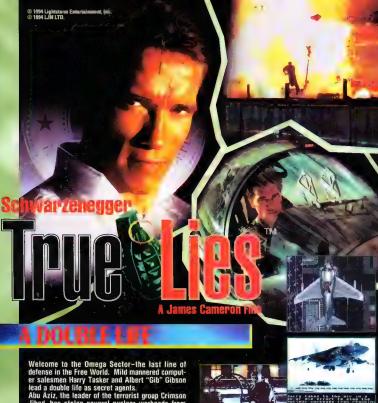
While the graphics were not ren-dered like Donkey Kong Country, Final Fantasy III was just as beautiful! Great graphics, an incredible soundtrack and a clas-sic story line help make this the best RPG of all time!



# 3RD... SUPER METROID

Samus is back! While Metroid and Metroid II were great games, they didn't even come close to the complexity of Super Metroid! It is definitely hard to put this game





Abu Aziz, the leader of the terrorist group Crimson Jihad, has stolen several nuclear wanheads from the former Soviet Republic of Kazakhstan. When Aziz and his fanatical group threaten to systematically detonate the weapons in cities around the world, Harry and Gib are the only people that stand between Aziz and total nuclear chaos.

Guide Harry as he engages Aziz's army on the ground and in the air.

This 16-megabit, password-backed thriller from LJN provides action game fans with ten levels of nail biting drama. The story line is so large and detailed that this month's issue only has room to review the first three levels. This game is rated for players ages thirteen to adult.



PARTY IN THE CHATEAU

The Chateau of Jamal Khaled is full of the rich and infamous. Harry has infiltrated the party and now needs to download the terrorist secrets he has learned from a computer upstairs.



Harry, there's no time to Tango, Read me, Partner? Mingle with the guests, but don't draw attention Find the Passcard and get upstairs, buddy.

Party crashers are shot here, so keep a low profile. The sentries wearing blue suits fire only if fired upon. All of the other guards are trained to shoot first and ask ques-



tions after the target stops moving. Gather extra ammunition and firepower by exploring all of the rooms in this huge mansion.

Armed with a handgun and his wits, Harry begins his mission in the bustling kitchen.





Schmooze with guests on the main floor long enough to locate the computer Passcard and extra firepower. Be sure to visit every table

# THREE STRIKES YOU'RE OUT

While Omega Sector endorses terrorist disposal, it does not tolerate injuries to innocent bystanders. Bad aim can end the mission and alter the Free World.

If you drop three guests, both your mission and the world will be history





## PACK A BIG PUNCH

The terrorists have hidden weapons, first aid kits and bonus lives in nearly every stage of the game. Be sure fo explore all of the nooks, and check all of the walls and furniture for secret passageways.







See what's cooking: an Uzi Omelette in the kitchen! Check behind the bookcases for access to secret areas.



The information is downloaded! Get out of there We'll pick you up further down the mountain. Watch for the elite quards in the red uniforms!

TRUE LIES

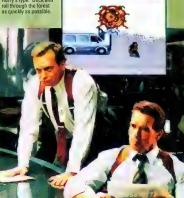
Once the computer information has been downloaded, Harry must escape from the Chateau. Unfortunately, the guards have been alerted to the agent's presence. Head for

the exit, and pick up any hidden bonus items along the escape route. Find a bonus life by shooting at a concealed explosive behind a bookcase, then walk into the bookcase after the device has been detonated. Harry will meet up with Gib in the van after a sprint through a terroristfilled forest. Using the Diving Shoulder Roll, Harry can turn into a target that's too small to hit.









# SHOPPING FOR AZIZ

This busy mall is full of tourists taking pictures, businessmen talking on cellular phones, and elderly ladies out for a day of shopping. Oh yeah, there are a few terrorists here too. While some civilians duck, most don't have a clue about how to react in a firefight. Watch your line of fire.



Hey Harry, Aziz is hiding in the shopping mall. Flush him out, but watch out for his backup. Dragoing three citizens terminates this assumment

Terrorists hide behind potted plants and innocent bystanders throughout the mall. Close in and fire fast. Watch your supply of pistol ammunition and seek cover while reloading. The shotgun is on the second floor.





Human shields are in plentiful supply for these cowardly gunners. Arnold Schwarznegger never injured a bystander-you shouldn't either

## CONTROL YOUR MEAT

The Lock button allows Harry to face one direction while moving in another. This function is vital in run-



and-shoot situations when Harry does not have time to turn around. Check your controller configuration on the option screen to determine the Lock button location. This feature is great for lining up diagonal shots that require





# **SHOOT WHEN** THEY'RE **PULLING THE PIN**

Intelligence sources have determined that a few terrorists on the shopping mall's upper concourse are equipped with live grenades. and they're threatening national security and the lives of hundreds of innocent shoppers. The explosive power of the charges will wipe out Harry in seconds. To survive, Harry must keep moving and wait to shoot until the bad guy pulls the pin on each grenade. Split second timing and excellent marksmanship can bump the grenade from the terrorist's hands.



A well-timed shot can knock a terrorist off balance, making him accidentally drop a grenade at his feet.

# RED OR GREEN, THEY'RE ALL MEAN

Note the shirt each opponent is wearing. Red-shirted terrorists are well trained and require more shots to take out than green-shirted opponents do. Plan your attack according to the strength of the opposition.



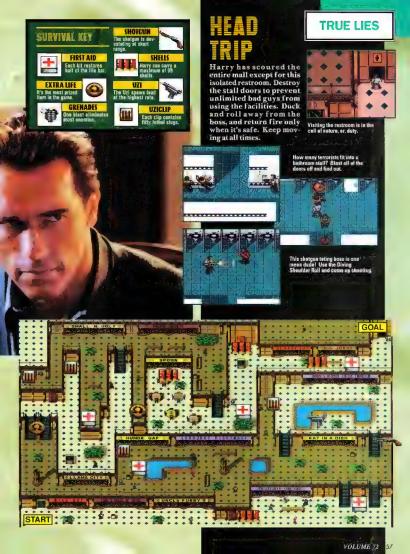




A gun fight with a red-shirted veteran can be costly. Select your Uzi and get it over with fast.

Holding down the Lock but-

ton allows Harry to face his target while in motion.



# NO WALK IN THE PAR

This park is crawling with terrorists. Look behind all of the trees-the foliage can conceal both hidden items and bad guys. Harry needs to reach the northeast exit by finding a series of concealed gate keys. Save your grenades for the deadliest opponents,



More bad news, Harry. Azız has escaped the mall and disappeared into a nearby park. He's fortified the place with bad guys to cover his trail



While the park is filled with the opposition, there are some good cover areas Harry can use as protection. Hide behind statues, trees, and even lamp posts. Use the hedge corners as cover while watching the shooting patterns of the bad guys. When possible, take out the enemy from a distance. Walk along each hedge barrier and conduct reconnaissance checks of other enemy locations in the park. Shoot at anything strange behind a bush-all of the civilians at this level are in open areas.







## RAMBO WANNABEST

Aziz has called in the heavy artillery. This park has a few pumped-up nas-Sprint for cover

ties carrying monwhen you see th strous machine heavy gunner guns. The fire-

power laid down by these gunners is too much to handle in a high noon showdown, but one well placed grenade can ruin their day. Run ahead of these baddies and duck behind the nearest hedge. These guys are smart enough to figure out how to get around hedges, so don't waste time teasing them, toss them a surprise.









The wily Aziz ordered all of the gates along his escape route to be locked and guarded. Besides dodging and eliminating hordes of terrorists, Harry must recover each of the bronze gate keys concealed in the park. Be

sure to explore every





BIG BULLY

**TRUE LIES** 



This boss has a machine gun ANDa grenade launcher! Duck and dive to avoid the continual fire produced by this monster! Roll and shoot from a distance or Harry will end up as damaged goods. Just hope that you don't run out of lives before this bad guy does!

Stay clear of the explasive blasts delivered by the grannia launcher.





# DARK SUBWAY

Searing steam vents, mines, explosive boxes, flamethrowers and suicidal bombers are just a few of the deadly obstacles waiting for Harry Tasker in the underground subway. Intelligence sources suspect that Crimson Jihad has set up a headquarters here. Harry must locate the base and eliminate the terrorist's resources.



The stronghold is on the wrong side of the tracks. You need to reduce t commuter tracks to the headquarters.

Harry has infiltrated a dangerous terrorist stronghold of tronghold of the passing trains conceals much of the gunfire and he is able to maintain some element of surprise. Lure guards into stepping on their own anti-personnel mines.



## SWITCH THE TRACKS!

Harry cannot reach the rest of the hideout until he finds a switch that reroutes the moving subway cars. Further searching turns up the signal switch box, but the handle to turn the switch has been removed. Could this be a set up? Our favorite Omega agent needs to explore further in the maze, blasting away barricades and dodging flamethrowers. There are some hidden alcoves along the train tracks. Does Harry have enough time to run and dodge a speeding train?



Harry found the box to reroute the train, but the handle to the box is missing. Find the second hideout entrance.



This phony concrete barricade brocks Harry's path. Keep shooting at it to blow it away.

# The heart of the terrorist stronghold contains four computers. Harry must destroy them as quickly as possible, but terrorists pouring from a door at the top of the room are determined to half his efforts. Oppel as ambusel linear and symmetrically similates one general et a time.

START

# DOME IN A BOX!

The catacombs in this dark maze are blocked by large crates filled with explosives. Detonating the crates can open secret doors or defeat enemies.



These explosive crates won't budge, but a single bullet will vaponze them.



Stand clear of the blast when the crate goes up.

# WATCH OUT FOR THE 12:05! GET A With all of the exits covered, there's one last area Harry HANDLE

has not explored: the region along the tracks. Dodge for cover in the alcoves along the railway. Don't wait

for the horn or you'll be too late! Add speed to Harry's progress by using the diving shoulder roll. All aboard!



When Harry's not dodging bullets, he's diving out of the way of speeding trains. We hope

# GET A HANDLE ON THINGS!

Harry's adventure dodging the subway trains has led him directly into the heart of the terrorist headquarters. If he finds the subway handle, he can switch the tracks and destroy the enemy's computer network. Unfortunately, the terrorists are aware of our agent's progress and have thrown everything into his path.



TRUE LIES

Yeow! Take this guy out before he gives you a hot foot!



Secret passageways abound here. Shoot at the walls to find them



box! Use it and clean out this place!



# HOT TAMALE

If you look in the shadows of this labyrinth, you'll find the glowing pilot lights of lethal flamethrowers. Take

these foes out from a distance or shoot and dodge the explosive searing heat. Grenades also work well against this opponent.



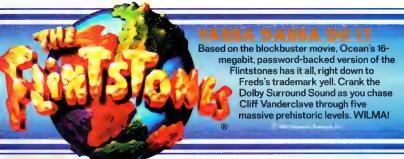


Anyone smell gasoline? Shoot and get out fast—slowpokes are instantly incinerated.

# THE PLOT THICKEM

Harry's mission is far from over. Harry must complete seven more stages before he can confront Aziz in the conclusion of this fariller.





Everyone's favorite blue-collar caveman is back! The action begins in the rock quarry where Fred works, and things are heating up at quitting time.

It's a race against the clock to grab as many gems as you can and get to the end of the stage. Besides the usual running and jumping, Fred can swing a

club, throw rocks and roll bowling balls to defeat enemies.







This stage is similar to the first, but the maze of paths is a bit more complicated. Remember that a switch will open up the next area. If you can't move on, chances are you've missed a switch somewhere. Climbing up on things can be a bit tricky—you must press the jump button in the middle of a leap to grab a ledge—so beating the clock won't be easy.







# BREAKING GROUND

Leaping frogs and other quarry workers will get in your way. Break rocks with the club to find items, including extra time and more gems, and keep an eye out for switches to press.

Step on the switches to open the path to the end



# SPRING ENTO ACTION

If you jump on the box when the boar runs at you, he'll catapult you up to the ledge.





GOAL

Fred's crooked boss, Cliff, has arranged to have Pebbles and Bam-Bam kidnapped. They've been carried off by Cliff's pet



pterodactyl, which going to dropthem over the city, and it's up to Fred to rescue them. Courtesy of

Fred's two feet, you can maneuver the car back and forth under the kids as they fall, and they'll bounce off the canopy like a trampoline.

# OUNCING B

The kids will bounce so high that you'll lose sight of Fred's car. It always lines up with the numbers at the bottom of the screen, so use them as a guide.





Both kids get into the act, and they don't always fall towards the same spot.

# ROOFTOP RUN

Pebbles and Bam-Bam will sometimes run across a roof and pick up some gems. They move at different speeds, so keep an eye on whoever is out in front.



Be ready to catch Pebbles first, but don't forget to go back for Bam-Bam!

Fred is no King of the Jungle, but he takes to the trees to save Barney. Like Tarzan, you need to climb vines to escape enemies or advance further. You'll often hear boars or mammoths (how did they get up there?) before they appear.





Besides the vines, look for other tricks to getting through. Things like this bird, which you hit to make a bridge appear, may look like part of the background









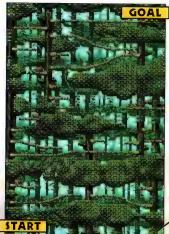






THE FLINTSTONES

Now it's time to move up in the world, but it won't be easy with all sorts of things falling on top of you. Gorillas drop from the branches above, but you'll often see a few leaves fall before they leap.





You can clobber the gorillas with your club, but it's just as well to avoid them

At a dead end? Jump into these plants for a quick trip to the next branch.



Fred gets rejected. Maybe a bronto burger would be more to their liking?

# TRESTOP TERROR

It may be wiser to let the animals chasing you run right past. When they do, you won't have to worry about them breathing down your neck. You'll eventually come across a tar pit. As you jump onto each stepping stone, the next one will appear.



Some enemies won't chase after you, so you may be able to avoid them altogether.



You usually go forward, but some times you must backtrack. Hop from stone to stone until the path opens

This cat is caught in a tree, and he's not too happy about it! Whack the log you're standing on to make the coconuts fall onto his head.



There's no pattern to his running, so be ready for anything!

# ÁYOTKAVETOÐÍ

Barney is safe now, but Cliff challenges Fred to follow him to the local volcano. There are few enemies to worry about, but there are challenges aplenty with

steaming lava pits and flying fireballs everywhere!





000840 224

It's back to looking for switch es. Search every path



If you hit all the switches,

# FRIED FLINTSTONE

There's a lot of jumping and climbing in this stage, and unlike other areas, most of the falls will flatten you completely. Take the time to gauge your jumps carefully, especially when leaping across stones that appear and disappear in patterns.

One false move, and Fred will be fricasseed for sure!

# MOLCASIO

This is another vertical stage, where you're looking more at going up than to the left or right. Instead of vines, there are chains to climb, and you'll also come across moving platforms that run back and forth over deep chasms. Once again you'll have to backtrack from time to time, but usually not very far.

# HIGH TIDE

You could take your time in the last stage, but not here. You won't notice it af first, but the lava is slowly rising, and it will rise faster as you go up. Luckily, the path doesn't wander too far, so it won't be tough to find the switches. The jumps can be challenging, though, and with some of the moving platforms, you may not see the next stone at first. You may have to make a few leaps of faith!







# Morcalos

The volcano is finally blowing its top, and Fred finds himself caught between a rock and a hot place! How did Cliff manage to get out of this predicament?

# Surfs Up:

Look for a surfboard near the starting point and jump onto it immediately. A flood of lava will sweep you off to the right. You'll be able to steer up and down the wave, avoiding obstacles and picking up gems as you go, but you can still fall or get knocked off.





Be sure to jump onto the board, and not just walk in front of it. Otherwise, you'll get wiped out for

Fred has made it back to the quarry safely, but Cliff has gotten there ahead of him. Wilma has become his latest hostage, and Fred must go her rescue! The quarry is

there are more enemies than

crawling with Cliff's goons, and



Pick up extra stones around the quarry to toss at these lizards

#### THE HIGH ROAD

There are a lot more gems along the upper paths than down below, and you may be able to avoid some of the enemies that way. Try to make

the long jumps between the high platforms.

The going might be easier for you along the top path.

#### THE FLINTSTONES



Run and jump! If you fall short, try to grab at the ledge.

A boulder will crash down if you stand too long in one spot.

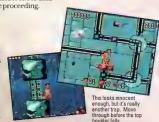
You're now stuck inside Cliff's cave-making machine, and the trick is not to get turned into somebody's front door! There are a lot of things that will crush, squish or pulverize you, so you'd best be patient and look for their patterns before proceeding.



Don't leap before you look, or these tumblers will really ruin your day!

#### SAROTAGE

As you get further and further into the machine, the workings will become more and more complex. In the conveyor belt maze, you must throw rocks at the buttons to open up new lengths of track. Avoid the whirling blades by ducking under and jumping over them.



You're nearly at the heart of Cliff's machine, but he's not about to give up yet! He's thrown

it into high gear, and it will take all your skill to complete the stage before the timer runs out. Will you be a hero. or will Bedrock be buried under a ton of cement? Get going, Flintstone!



#### Push the boul der past the flame when it

#### FIRE HAZARD

When the flame turns to smoke, push the boulder past it, then use the boulder to jump to the next ledge.

These boulders turn into green lava, but for once don't stop to check the pattern. Gol







#### From Agent #483

#### Mega Man Uppercut

Those players who have played Mega Man X may remember the secret trick that allowed Mega Man to throw a fireball like Ken and Ryu's from Street Fighter II, The same agent who discovered that trick has found another Street Fighter II crossover in Mega Man X2. This time Mega Man can learn the Dragon Punch, but first you must find all of the Sub-Tanks and all of the Heart Tanks in the game. Once you've found all of the Power-Ups, go to the Third X-Hunter Stage and work your way to the halfway point. Here you are given the choice of going up or down. Lure one of the bats in this area to the right, then freeze it using the Crystal Hunter while it's under the upper ladder. Use the bat to reach the ladder, then work your way to the right and destroy the shield robot. Stand where the robot was and freeze the bat that is attached to the ceiling, dropping it to the spikes below. Jump to the frozen bat, then to the narrow platform on the right. Climb the stairway to the top and work your way to the right, where the spikes appear in the ceiling. Charge the Flame Burner all the way, jump up and release the button. When the flame stops, you'll drop to the spikes unharmed. You'll need to Mid-Air Dash as soon as possible and land on the small platform on the left side of the room. Now, if you slide down the left wall while holding Left on the Control Pad, you'll fall into a secret room. Inside you'll receive the Dragon Punch power from Dr. Light.



After you locate all of the Sub-Tanks and Heart Tanks, go to the Third X-Hunter Stage.



Work your way to the halfway point and use a bat to reach the upper ladder.



After you destroy the Shield Robot, stand where it was and freeze the bat that is hanging from the ceiling.



Jump from the frozen bat and work your way up the stairs and to the right.



Charge up the Speed Burner, jump up then release the button.



Mid-Air Dash to the left, slide down the left wall and find Dr. Light in the secret room.

# SECRET OF MANA

#### From Agent #687

#### Quick End

If you find yourself stuck in Secret of Mana, you can quickly restart the game with this simple trick. Hold the L, R and Select Buttons on Controller, I, then press Start. The game will reset, and you can restart the game from where you last saved. This code may not seem like much, but it can save you the trip to the Reset Button.



If you find yourself stuck while playing Secret of Mana, try this



STYN SOLLEG CD. . LTD. FLL RIGHTS RESOLUTO. LICENSED BY NINTENDO

Hold L, R, Select on Controller I, then press Start to reset the game.





#### FROM AGENT #910

#### Worm Cheats

Although we've already printed several codes for Earthworm Jim, players keep finding morel If you need some extra assistance after you've already started playing, you can enter any of these special codes while the game is paused. After you correctly enter the code of your choice, continue playing with your new-found gear!



While the game is paused, press A, A, B and L together, A, A, X, B and L together, then X



When you resume playing, you'll have eight Plasma Shots in reserve!



Pause the game, then press A, B,



Entering this code correctly will give one extra Continue.



Pause the game, then press A, B, B and L together, B, X, A, X and X



Running out of ammo will never be a problem again!



Press Start to pause the game, then press B, B, X, X and Y together. A. A. A. then A.



When you enter this code correctly, you receive one Extra Life



# From Agent #991

If you don't feel like putting in all of the work in order to see the end of the game, you can use this trick to skip straight to the credits. Begin a new game and select the Story Mode. When the action begins, press the Select Button to pause the game, then press Up, X, Left, Y, Down, B, Right, A, L and Y on Controller I. When you resume playing, the game will skip directly to the ending credits of the game.



Begin playing a new game and select the Story Mode.



Press Select to pause the game then enter the code to skip to the credits

# BRITAL

#### FROM AGENT #202

#### Dali Llama

All respectable fighting games should have a boss code, and Brutal is no exception! If you want to try your hand as the powerful and wise Dali Llama, wait until the Title Screen appears, then quickly press X, A, B, A, Left and A on Controller I. If you hear a tone after entering the code, you will be able to choose the Dali Llama when you begin playing.



Wait until the Title Screen appears, then press X, A, B, A, Left and A.



Now you can fight as the all-powerful Dali Llama!





#### FROM AGENT #233 Hidden Team Codes

If playing through the season as a normal, run-ofthe-mill, professional football team quickly bores you, then these codes should make your day! We have found several hidden teams in NFL Quarterback Club that can only be accessed using these secret codes. To use any of these codes, begin a new game and wait for the Main Menu to appear. Enter the code of your choice, then go to the NFL Play Mode and select a pre-season game. Scroll through the teams until you locate your special team, then start playing!

#### laguars and Panthers



At the Main Menu, press Up, Down, X, Y, Left, Up, B, A, Down



When you play a pre-season game, you can play as the Jaguars or the Panthers.



Left, A, X, Right, Up, Right, Up and B.



Now you can lead the AFC or NFC All-Pro Team in a pre-season game.

#### Acclaim and Iguana Teams



When the Main Menu appears, press Y, A, X, Y, Down, B, Left, Y, Up and Right.



Choose either of the programmer teams then take to the field for a pre-season game!



#### FROM AGENT #309

#### Cashing In

In order to build the awesome war machines of MechWarrior, you need to gather cash as fast as you can. Agent #309 has found a way to collect an extra million C-Bills with hardly any effort at all. First, start a new game and go to the GHQ and take the following four missions in this order: Riot Duty on Zhada, Riot Duty on Solaris, Assault on Quilon, and Siege on Dalview. If you complete all four missions without ever talking to Cearle, go to the Zero-Zero club and speak with Larmen Sholest to receive the C-Bills.



#### From Agent #233

#### Pac-Codes

If you are a fan of either of the classic games Pac-Man or Ms. Pac-Man, check these codes out! Agent #233 has discovered a few secret passwords that will let you access several different secret game modes in Pac-Man 2: The New Adventures. When you begin a new game, enter any of the passwords listed below on the Continue Screen to automatically go to the one of the secret areas!



Enter the Password BGMRQST to go to the Sound Test



Enter the Password PCMMDPW to play the original Pac-Man game.



The Password MSPCMND will let you play the Ms. Pac-Man game.



You can access the Time Trial Mode by entering the password TRLMDPW





# From Agent #420 Secret Options Mode

If you want to change your game setup before heading into battle in Guerilla War, then try out this code. On the Player Select Screen, press Select, Start and the B Button simultaneously. When the Option Screen appears, press Up or Down to move between the options and press A to make the changes. When you are ready to begin playing, press the Start Button.



Enter the code white you are on the Player Select Screen.



Change your opt ons then press Start to begin playing.



#### FROM AGENT #344

#### Demo Game

When the Title Screen appears on Super Mario Land 2–6 Golden Coins, hold Up, Select and the B Button in that order. Continue holding the buttons until the screen changes. You will go to the normal Demo Screen, only now you will be able to control Mario's actions. You'll only have 60 seconds to play, then the game will freeze up, requiring you to reset the game if you want to continue playing.



When the Title Screen appears, hold Up, Select, then the B Button.



When the screen changes, you'll be able to play the Demo Game.



# ■ From Agent #484 Super Bombers

Now you can start a One-Player Game of Wario Blast fully powered up with the help of these great passwords. Enter the password 2264 if you want to use Wario, or, the password 4622 if you prefer to play as the Bomberman. When the game begins, you'll start out on Level 1-1, but you'll have all of the Power-Ups that you normally earn throughout the game.

#### WARIO POWER-UP: 2264 BOMBERMAN POWER-UP: 4622



Go to the Password Screen and enter either of the special pass-



You'll begin the game on Level 1-1 with all of your special powers!

#### SEND US YOUR CODES!

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is: Histendo Power Classified Information P.O. Box 97033 Redmod, Wa.



The first stirrings of a new order in video caming arrived with the arcade phenomenon of Street Fighter II. Overnight, it seems, multi-player games became the hottest ticket in town. When Audson Soft introduced the first witi-player adapter along with Me Bomberman game, the stage was set for a full-blown revolution. Since then, any of the biggest Super NES hits have combined great game play with the competition factor: Mortal Kombat, NBA Jam, Super Street Fighter, MK II, Madden '95, NBA Live '95, and Ken Griffey Jr. Presents Major League Baseball. Multi-player action was clearly a wit, but it won't slways practical to get players together in one place at one time. For those players who lived far from their gaming friends, the thrill of competition was not only impractical, it was impossible. For many samers, the promise of multi-player action remained a hollow one at best.

The a org came a group of gaming groupies with a simple but elegant idea they would build a game modern that would allow players to challenge opponents no matter when they were. The concept of connecting game machines over the phone was nothing new, but the people at Cataputi Entertainment were determined to see their vision become a reality. Cataputi took the whole process a step further by providing a wealth of services for players who had easily to the gamine network.

To date, the Beta tests in selected cities around the country have not with overwhelming success. KBANDers have been averaging three or four matches each day and they leave each

other inexcess of five messages per day. The votume of traffic on the embryonic network has exceeded all of catapalits early projections. Even shough the national faunch of the XBAND is still.

off, gamers in

New J. Le Angeres, San Francisco, Atlanta and Dallas will be able to get an early taste durithe Super NES XBAND Beta to this summer.

#### A DAY ON The Xband

So what really happens on the KBAND? Let's follow, a typical session. Say you're sitting around the house when suddenly you get an itch to play NBA Jam T.E. No one else is around, so you think

Dialing XBAND.

BVND

Now You're Playing For Real

"XBAND" and plug the XBand modem into your Super NES, Next, you pop your copy of NBA Jam T.E. into the modem. (The only other connection is for the modem, which has a line that plugs into any phone jack.) By turning on your Super NES, you automatically connect with the XBand Network and a cool menu comes up on vour screen with music and animation. Now you have a choice of setting up

a match, cruising through the stats to see how you stand on different games, reading your e-mail from XBANDers or anyone on the Internet, updating your player list of preferred opponents, checking out the XBAND

XBVND NEWS

Let The Games Begin

watching for come data the opcoming XBANU

Page Sept 12

News to learn about network events like contests and new games that are supported by the system, or reviewing your network file to see how

many game

credits you have left this month. Of course, you ignore all of that and bring up Bandwidth, the online magazine with daily news and tips from Nintendo Power. After checking out the news and being amazed by the graphics, vou decide it's time to get some game action. You select the Challenge option and wait about



a minute before an opponent comes on line. Since you restricted your playing area to your home town, you won't even have a long distance charge. The next screen shows your opponent's XBAND persona chosen from 40

characters-a grizzled bum with one eye and the ID name, Killer Elite. Finally, it's time for the match! You battle it out with all the moves just like in a regular NBA

Jam T.E. game, one-on-one. When it's all over, you input a taunting parting line to the poor sap you thrashed. "Too bad you lost that eye, Killer." Then you're ready for match number two.

The Super NES XBAND makes use of a 2800 Band rate modern with eight megabits of internal ROM nd 64 K of RAM, When you call in to the XBAND network, the modem: receives download signals from the network for updating text information. The sound and special graphics have all been preset in the ROM. The image of Diddy Kong

and the logo for Ninteado Power are a permanent part of the XBAND's memory along with other logos and pictures, but the articles in Bandwidth are downloaded from the network computer. Animation foutines that ripple text or make a logo fly across the screen can be easily downloaded since the routines don't take much memory. Sound and music takes more memory, so the four

themes and dozens of sound effects have been stored in the ROM. When you want to play a game, the network downloads a set of commands to your modem's RAM chip. These commands ast as a patch that interprets the signals from your Controller and from the signals received over the phone line from your opponent's Controller. The patch synchronizes the two games and sends Controller data with such speed that you'll never notice any slow downeven if you are playing someone who is thousands of miles away.

The XBAND also includes a SmartCard slot. This feature will make it possible to sell game session credits on collectible SmartCards that the system can read. It is also possible to update game information using a SmartCard if the original game is designed with this feature in mind. Looking down the road, Catabult is working on adding the capability for more than two players to join in during multi-player game sessions from separate points. The people at Catapuli think it is just a matter of time before they put together a phone network that would allow a sort of game conference call.





#### LET THE GAMES BE PATCHED

Catapult programmers have been busy creating patenes fe some of the most popular multi-player games on the market. The initial offering for the Super NES will include the following titles: NML '95, Ke i Griffey Jr. Presents Major League Baseball, Mortal Kombat II, NBA Jam Tournament Edition, Super NBA Live '95. Other probable early games will n 1 d c

Bomberman. Future games may be created with patches already in place from the developers. In fact,

Catapult has arready delivered specs to many Super NES developers and some of them are already working on games that take the XBAND into account. One can imagine a time when special XBAND games



might not just include two or four players, but full sports teams or a dozen adventure

players in a single game. Beyond the Super NES. Catapult's next level of development is turning to the high end of gaming with the Nintendo Ultra

64. (He sure to the announcement of another mega hit that will appear only on the Super NES and will support









#### NINTENDO POWER SURGES ON BANDWIDTH

Nintendo Power on Bandwidth will give you the quickest game update online. Daily news items, tips and game reviews will keep you up-to-date on the latest news concerning you and the world of Super NES gaming. Our special focus, of course, will be on the XBAND and multi-player games. Power will be the only place where you can go headto-head with the pros at Nintendo in specially scheduled Game Counselor Challenges. We'll also keep you informed and interactive with information on forming gaming clubs and fantasy sports leagues. We'll keep readers of Nintendo Power connected with news of online gaming and top scores on the XBAND, Power and XBAND will be the place to hang out starting this summer.







#### THE COST OF XBANDING

The XBAND is priced around \$50 in current test markets, but that price may drop during the national launch. The monthly network fee of \$7.95 includes 32 game credits, Each credit, worth about a quarter, lets you play one match and download news from the network. Additional credits cost about 15 cents, but you can give yourself a monthly spending limit so you don't blow all your money on XBANDing.

XBANDers will also be able to plug in a full-size keyboard accessory some time in the not-so-distant future for between \$30 and \$40. The guys at Catapult already have keyboards for their systems, which can result in some pretty amazing message speeds in comcursor to type messages.

# THE FACE OF THE XBAND

Joey Stocklein, formerty an interface designer for Apple Computer, an instrumental memher in the development of the XBAND setwork, talked to Power about the XBAND. The first order of business for Joey and the Catapult team when they began the project back in April of 1994 was to recognize just what they were try-ing to create. "There were all these guys from Apple working on the project," Joey explained, "so we had to keep in mind that the XBAND was for gamers, not for computer users." At Apple, Jeey developed next generation interfaces for the Macintosh, but there were limitations imposed by the traditions that have grown up around Macintosh and PC interfaces. "Here at Catapult, we were doing something no one had ever done before. We had to think about everything from the gaming perspective and create an interface that reflected that. One of the things we focused on was animation. You'd be surprised at how little animation you find on regular computer interfaces, but the XBAND has stuff flying all over the place, just like in a video game."

Joey's satisfaction with his XBAND baby is well deserved. The XBAND interface really comes alive. Users also come alive in new ways. Gamers make friends, join clubs, and play in tournaments all through the network interface. Over time, Catapult is confident that it can keep up with needed changes. We can download what we need, when we need it," says Joey. "We've learned so much already from the feedback we get. It's incredible how much Xmail comes in every day." The Super NES XBAND has benefitted greatly from the feedback received from the original Genesis XBAND test, making the Super NES much more polished. Finally, Power asked Joey if he and his colleagues at Catapult log on and play the users. You bet, If you want to challenge for y personally, set up a match with Buck Satan—his personal ID.

For ADANI questions cells

#### Super NES XBAND vs. Genesis XBAND

kere's another reason to pack up your old Genesis and put a in a dark, dusty closet where it belongs. The differences etween the Super NES XBAND and Genesis XBAND are tramatic. The Super NES modem contains more RAM and ROM memory, resulting in far more and much better graphics. The amount of animation possible on the Super NES units greatly enhanced. And the sound, as you know, a far better on the Super NES. The best reason of all, of course, is that the best multi-player games are on the Super NES. Let's face it, with better graphics, sound and play control, the Super NES wins this head-to-head hands down.

### SERVICE WITH A BLEEP

The network features of the XBAND cover most of the areas that you find in other computer online services like America Online and CompuServe. The interface, designed by Joey Stocklein at Catapult, uses a simple menu system that has been refined over months of testing. The graphics are fun but cool, and much more sophisticated than you might expect. Because graphics are already stored in the ROM, you won't have to suffer through long download times. It's fast, friendly and fun. The menu categories include Challenge, Player List, Mailbox, Stats, and Options. In the Challenge area, you're matched to a player whose experience level is

close to your own Select the Player List to compete against a friend or specific oppose of in the Mailbox, you can send and receive e-mail and read he online newspaper articles. The State category keeps track of your rank for each game you play on the XBAND. Under Orton revier your occount restrictions, phomotomatic status. You can also create and change Player IDsnames, faces, and Passwords. Navigating through the menus is a simple matter of guiding a cursor with your Controller and pushing a Button to activate commands.

## XBANDERS

Software Development Team Konstantin Othmer

> Chris Yerga Josh Horwich

Joe Britt Shannon Holland

**Ted Cohn** 

Hardware Developer Matt Hershenson

> User Interface Developer Joey Stocklein

Server Developer Andy McFadden







# THE REBIRTH

A shadow falls across the sun, turning bright day into murky twilight. A dog howls plaintively in the distance, as the wind blows just a bit colder. Are these merely odd happenings, or do they signal the rise of...the Warlock! While it may seem more suited to a Halloween release. Warlock will be

ice every millenium, Hen che san Alians ich che moon, draid Nacians sammon che

> DESPERACE HOUR. FIND THE SCORES AND DESCROY THE WARLOCK, OR WE

welcomed by horror fans no matter the scason. Most action games involve familiar fantasy and sci-fi themes, so Warlock's thriller atmosphere is a breath of fresh, chilly air.



# Windar

# A THOUSAND-YEAR-OLD THREAT

This one sky w wron nak is looyely based on the scrowd of a pair of horrosticus bearing the Warlock titls. The films were intended for majure andiantees, but Trimark Interactive has done an admirable lob of making the game suriable for an idea and ence, while retaining the excitement of the movies. As the latest in a long line of dutied, it's your duty, to recover six mystical stones before the reborn warlock can consolidate his power. In

Warlock can constitute of chaos, only the power of the stones can thwart this evil a mbitions. If you tail in your quest, the world will suffer in darkness!





WARLOCK Developed by Realtime Associates for Trimpre Interactive ©1994 Trimark Interactive. All Rights Reserved.



### **THE RUNES**

Each of the six stages is divided into two or more areas. After finding a stone or completing a major area, the game will reward you with a "rune," or password. With the stones scattered throughout time and space, you'll have to face a myriad of challenges in many different settings.

#### THE BIRTH STONE

After you recover each stone, an icon will appear in the appropriate space in the bar at the top of the screen. You won't have trouble with this first stage, but you should take the opportunity to practice hasic play control.



#### THE DRUID STONE

The Druid Stone is also relatively easy to reach. You will, however, en tougher enemies in the caves. Here's your chance to practice intermediate techniques, like timing your rolls right and shooting at an angle.



#### THE SUN STONE

The triangular Sun Stone is next, and the castle is where you'll find the first truly challenging mazes and puzzles. The enemies are also much tougher, and they'll require more advanced strate



#### THE TREE STONE

You wan't get to leave the castle just, yet, as the Tree Stone is also nearby. The mini-bosses in here are particularly strong. These are a let of power-ups around, but you'll have to come up with creative ways to get them.



#### THE WIND STONE

A mausoleum may net be your first choice as a place to spend as-exciting tout, but it's where you'll find the Wind Stone. The



enemies may be a er to defeat than those in the previous stage, but there are a let more of them.

#### THE CLANT STONE

The last leg of the fluest will be under open sky, at the top of a montain. There is no option for sutting the difficulty of the game, but this final stage should provide out a second provide out a



should provide quite a challenge for most beginning and intermediate players.

# THE MOVES

The characters in this game are large, the animation smooth and the play control easy to master. You can run, jump, crouch, roll and

fire bolts of mystic energy. There's even a protective orb that follows you automatically. Though it normally floats above your head, if you stand still, you



As you proceed, you should collect as many spells you can, which appear as icons on the ground. The display at the top center of the screen shows your gea-eral health (the face deteriorates as you take damage), while the icon to the right shows which spell you have currently selected. Use the L and R buttons to scroll osly one years from you called is good for osly one wee, but you can hold multiple copies of any spell.



#### HEALING

The potion icons pro-vide partial healing, while the face icons do double duty. These from can restore you to full health, and they also count as the num-ber of lives you have left, so use them wise ly. No more faces, no more continues!

#### ERADICATION

There are also a number of powerful offensive spells. The skull and red vortex icons both represent Eradication. sulfs that larget multi-ple emmies. There are other useful spells out there, but you'll have to discover them on your





# GTONE ONE

The quest for the Stones begins in a sunlit village, where peace is suddenly shattered by the arrival of the Warlock and his minions!

#### BRIDGE OUT AHEAD



can't hurt him yet, so don't waste your energy. He'll blast the bridges in your path, but you can jump the gaps easily.

Why would the Warlock enter the lawery paleur bere's something herotiathe wants. A arch the nicles and so the combine librarians.

They'llget up after your first attack, but. not the second. Fire away!



# YOUR EIRST BATTLE

This Warlock will teleport from side to side, tossing lightning bolts all the while. If you stand in one place and fire quickly, you'll block his bolts and damage him enough to send him packing.





# TONE T

You now find yourself in a garden where the creeping vines more than live up to their name! The garden is darkly tempting, but the true path lies beneath the earth

#### GET A LIFE

Before you enter the cave behind the waterfall, go all the way to the right and get the life icon. The jump to the last platform is extra long, but you can destroy mutant bugs to reveal "floater" icons. Step on the icons to soar over the pond, using the control pad to guide your flight.



#### EARTHOUAKE

the area wou're in even if the main path seems to go in only one direction. The Earthquake Rod lies off the besten path, in the lower depths of the This intriguing artifact is actually powerful spell icon, so you should find it per ore moving on.



The Druid Stone waits in alcove at the end of the upper right path. Once you grab it, retrace your steps back to the left and drop into a gap. Follow this pasexit. Destroy the firebreathing serpents along the way by firing your bolts at an angle



The search for the Sun Stone brings you to a ruined castle. You're surrounded by statues and armor, but are these figures of stone and metal as lifeless as they seem?

#### SHOOT AND JUMP

If you can't get to the platforms, then bring the platforms to you! Use your angle attack to blast them until they fall. They'll stand up just high enough out of the water for you to use them as stepping stones.



#### COING UP

the cartle is an extended that the maze of dead ends, switchbacks and olevators. You can sail the cature. You can sail the cature. You can sail the cature. You can sail the cature of t

floater icons
in strategic
places, were
you may ned
Search thorcoghly

#### A MAZE OF SWITCHES

Always keep an eye out for switches to shoot. Though you may not see an immediate result, chances are the comrequences will not be bad. Some show up in incovenient or hard to a shoot places, so practice to the control of the contro



#### THE CTANE

toe my link that you're reached, a cond, but don't trust your senses. The entrained of the stone or easing place is dispensed by protective spells, so it looks justified an ordinary will. Try walking land the ends of passageways.







TTONE FOUR

You've completed half the quest, but the Warlock will no longer underestimate your power. Hes also searching frantically within the castle for the Tree Stone. WITHIN the castle? Perhaps not!

#### ORGAN GRINDER

Making beautiful music is not the point of this devilish instrument! Instead, it spits out several persistent phantoms.

Q ick reactions and good aim are the keys to winning this battle as key dodge and dive past you defenses. It will take at least five solid hits to put these ghosts to rest.



# TONE

Your quest for the stones continues outside, if only for a brief time. You must now search in and around a cemetery, but the residents don't take kindly to intruders!

#### SKELETONS

They're grinning, but they're anything but happy to see you. These spindly warriors are tougher than they look, and they can block even continuous fire, so time your bolts carefully. Wait for them to let their guard down before you shoot.



creatures are difficult to the second of the

Use "hill-and-rain" to be a von raking to a word damage Your.

A might take too long.

## DEADLY SPHERES

These flowing I be yill assault you one at a time, each with rankou weapon and attack pattern. Someof them fily at levels and

angles that are almost impossible to his with your mystic bolts. This is one situation where your protective or bean used as an effective of tensive weapon.

A STATE OF THE PARTY OF THE PAR

# 6006

#### SHOOT THE BIRD

This looks like an impossible jump, but it's really another case of not overlooking the obvious. Shoot the bird for a floater icon. Since the jump is so high, let your body reach the top of the jump before steering to the right.



# STORE SPO

The last stone is secreted somewhere amongst the cracks and crags of a looming mountain. The fate of the world hangs in the balance. Do not fail!

#### STOCK UP

This is a very challenging level, so collect every icon you can find. Backtrack and explore the platforms and pas-sages around the starting point

as much as you can. Among other things, you'll find healing potions, Éradicate spells and an Earthquake Rod.





#### CALLOPING CHOST

This sperit's riding days are not over, and he's out to prove it with a vengeance. Duck or roll below his attacks, then jump and shoot. Hi yo, Spectre!

#### LOW ROAD



with relevance to the surface of the surface of the support of the



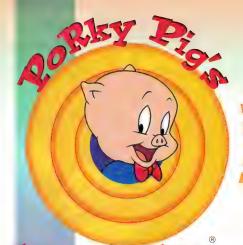


You have all the sucres, but you must face the Warlock in battle one last time. He'll transform into a hideous creature, shooting fireballs and summoning flame demons to aid him. You must try te dodge his worst attacks, but

will be impossible to avoid all damage. Study his attack pattern, and don't let yourself get caught on the edges of the platform. One blast of his fetid breath will send you spinning into the fava, taking all hopes of victory with you!







THE LATEST WACKY
ALL-STAR GAME

FROM THE GANG AT SUNSOFT!



# Haunted Holiday PRE-TRIP JITTERS!

PORKY PIG, THE HARDEST WORKING TOON IN SHOW BUSINESS, FINALLY DECIDED TO TAKE A VACATION. HIS FRIEND, BUGS BUNNY, WAS SO GLAD TO HEAR PORKY WAS FINALLY GOING TO TAKE A BREAK THAT HE TREATED HIM TO A SPICY FEAST AT THEIR FAVORITE RESTAURANT, FIVE-ALARM AL'S CHILL EMPORIUM. BUT LAT-

ER THAT NIGHT, AS PORKY WAS DRIFTING OFF TO SLEEP WITH VISIONS OF VACATION SPOTS AND RUMBLES FROM HIS UPSET TUMMY, THE TROUBLE BEGAN. ONCE ASLEEP, PORKY FOUND HIMSELF IN A HAUNTED HOLIDAY NIGHTMARE—WITH ONLY YOU TO HELP HIM ESCAPE!

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THE HUNTED WOODS PORKY PIG'S HAUNTED HOLIDAY

OUR FAVORITE STUTTERING PIG'S N-N-N-N-NIGH-N-BAD DREAM BEGINS JUST DOWN THE ROAD FROM HIS HOUSE IN THE HAUNTED WOODS. THERE, PORKY WILL RUN INTO NASTY CROWS, SCURRYING LEP-RECHAUNS, AND BUBBLING CAULDRONS WAITING TO PUT AN END TO HIS VACATION PLANS. BUT IF HE CAN AVOID

THESE DANGERS, HE'LL FIND SOME TASTY TREATS FOR EXTRA POINTS AND EXTRA LIFE!





## TERRIBLE TREES

Don't let the menacing trees scare vou-they're harmless. In fact, Porky can climb their creaky s limbs to find some helpful treats. It's no piece of cake, but with a little help from you, he can do it.

Some Imbs are hard to reach. but Porky can get to them with the right approach







Finding 100 of these yummy cup-cakes will give you (and Porky) an extra life.

Head left to grab all the tree top treats Porky missed earlier in the level.

#### WHEN PIGS FLY!

You'll have to see it to believe it, but Porky can float with the help of a hidden helium cartridge. You'll find the cartridge

waiting at the end of a line of blinking cupcakes at the bottom of an underground cavern. Porky can then reach a hidden heart and two 1-Ups before he heads to the next stage of the level. But be quick-the helium won't last for long.



#### SECRET WEB

It takes some hard work to get to, but don't pass up the secret cavern you'll find hidden inside this mysterious hole. Once inside,

Porky will find some energizing treats caught on a super-sized spider web. But be careful-- the spiders don't take kindly to uninvited guests!





Stay clear of these sp ders ev're hungry-and fast!

#### A CHILLING FIELD

Don't let the warm smile of this frosty ghoul fool you-he's no friendly ghost. The boss of the Haunted Woods has some surprises that Porky won't be too happy about hidden beneath his hat!







Before his friends get too close, jump on the boss's hattess head until he's had enough.

# DRY GULC

MOSEY ON INTO DRY GULCH-IF YOU THIS TROUBLESOME TOWN IS FILLED WITH THORNY TUMBLEWEEDS. CAGED CREEPS AND HORNED HOOLI-GANS ALL BENT ON GETTIN' PORKY OUT OF TOWN BY SUNDOWN!



#### TUMBLIN' TUMBLEWEEDS

Like most dusty old western towns, Dry Gulch is filled with tumbleweeds doing what tumbleweeds do-tumble. Though they can be a real thorn in Porky's side, they can also help him reach the top of the town's sagging buildings. If you can time it right, Porky can ride the tumbleweeds for a spell, then leap off to find some waiting treats—and a few secret bonus rooms!





To get to this Power-Up Porky will have to wait for some help.



A well-timed jump off a tumbleweed will give Porky an extra boost.





#### MAKE AWISH

This is Porky's kind of wishing well! Inside, he'll find a cache of cupcakes. But be careful. It's a long drop, and the bottom of the well is trouble. Stay to the right to avoid the icy water.



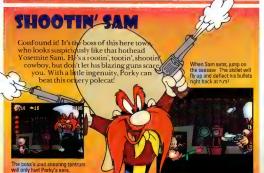
if he isn't careful

#### BONUS BARREL

No wonder Dry Gulch is all dried up! This rain barrel doesn't have a drop of water in it-but it isn't empty!



Once inside. Porky will be glad he went to the trouble of climbing up. He'll need a few cupcakes to keep his strength up



## ATLANT

AHH, THERE'S NOTHING LIKE A RELAXING DAY AT SEA. THAT IS, UNLESS YOU'RE SAILING THE HAUNTED WATERS OF ATLANTIS. PORRY MUST AVOID DIVING TURKEYS AND FLYING BARRACUDA WHILE ABOARD HIS LITTLE RAFT. THEN, JUST WHEN HE THINKS HE'S OUT OF TROUBLE, HIS RAFT DECIDES TO DO ITS BEST IMPRESSION OF A SUBMARINE!



#### SHIPWRECK!

In the murky depths of the ocean, Porky will face the bloated blowfish that guard a sunken ship and the lost city of Atlantis. As Porky makes his

way through the ancient catacombs and perilous sinkholes of the city, he'll need to find a few secrets if he hopes to make it back to the surface.









#### FOLLOW THEM

These hard-to-see arrows will help Porky navigate his deep sea adventure, so keep your eyes

peeled. But don't be too hasty. Sometimes Porky can find some extra bonus items if he does a little exploring.

This arrow points to an important hidden passage



## -T-THAT'S NOT A

After surviving the perils of Atlantis, you'd think Porky would wake up, but this nightmare doesn't ever seem to end!

This tunneling adventure will take Porky into the confusing catacombs of an abandoned mine-littered with dangers!

m the frozen tundra to the dry desert, the extreme conditions of the Alps will prove to be abominable for Porky.

### DOUBLE BUBBLE

Porky can make good use of these bubbling sea creatures. On this tricky section, you'll need two bubbles to avoid a few unpleasant surprises on the way up.

Jump on the OWER CLOSELING first to even up the bupbles



Totavoid a spiky end, you'll need to make some fast jumps.







THE CASTLE Finally, Porky faces the toughest adventure of his nightmare: the

haunted castle of Count Duckula! Of course you know, this means war!





# What color is yours?



PLAY IT BLACK

**PLAY IT RED** 

<mark>PLAY IT YELLOW</mark>



#### Play It Loud Game Boy Contest



GAME BOY

#### SHOW SOME STYLE

Choose your favorite Game Boy color and tell the world why it rocks. Ten winners will have their awesome art splashed in a future issue of NP. It's simple. All you have to do is make us an ad. If you get really creative, you could win one of the new color Game Boys from the Play It Loud series. Show some style with the green, yellow, black, red, clear or traditional gray. You can hype 'em all, or pick your favorite color.

#### IN YOUR OUID IMAGE

Your color Game Boy advertisement can approach the subject from any angle, but the medium is a print ad. Sorry, no video. Your art is important, but so is your message. Advertising blends images and words to sell a product, so that's your challenge. A discerning panel of Power Editors will choose the winners from all official entries. We'll judge all aspects of the ad; art, copy. creativity, impact.

#### **10 GRADD PRIZES**

The artists who write and create the ten best ads will receive a Play It Loud series Game Boy in the color of their choosing.

#### POWER STAMPS

Just for sending in a color Game Boy ad, the first 500 entrants will receive four super Power Supplies stamps. So you have nothing to lose.

#### Rules ----

Send your entry to the P.O. Box address listed below by June 15, 1995. All entries must include the name and address of the artist. Send one entry only perartist. Entrants may win one of the Grand Prizes and one secondary prize. Valid entries will be judged on or before July 15, 1995 and 10 color Game Boy Grand Prizes will be awarded to the 10 winners. The winning entries may be published in a future issue of Nintendo Power Magazine. The first 500 valid entries will rower Magazine. The First 200 Valid entries Mil receive the secondary prize of 4 Super Power Stamps. All prizes will be awarded. All entries become the property of Nintendo of America Inc. and cannot be returned. Not open to Nintendo employees, agents, affiliates and families. This contest is subject to all federal, state and local laws and regulations.

# COUNSELORS

# HOW DO I BEAT CASTOTH AT LARAI CLIFF?



any experienced players agree that Castoth, a red demon at Larai Cliff, is one of the most difficult opponents in the game. The principal strategy to beating him is dodging the lethal projectiles that bounce across the chamber. Castoth can only be hurt when his eyes flash, and lining up for a swing at that exact moment requires split second timing. Hit him once or twice in the head, dodge the laser attack and wait for the hands to reappear.



Hit each of Castoth's hands five times until he loses his grip. Now wait for his eyes to flash.



The key to defeating this monster lies in dodging laser attacks and everything else in the room.

#### 7

#### HOW DO I DEFEAT THE MUMMY OUEEN?



he Mummy Queen inhabiting the pyramid is a complicated foe that has a number of tricks up her shrouded sleeves. Shadow's enhanced strength and



A mummy with an attitude! Strike the queen when she is in her human form. Watch out for the bolts!

ability to morph into a liquid form makes him the best character for defeating the Queen. You can only hurt her when she is in human form. Avoid the spirits by



Shadow can morphinto liquid to avoid the hordes of minions controlled by the Mummy Queen.

changing into liquid when they close in. Don't be a stationary target—use the warp points in the room to switch between the top and bottom floors.



Dodge the falling stones when the Mummy Queen decides to bring the house down.



# **WIZARDRY V**

#### HOW DO I CHANGE A CHARACTER'S ALIGNMENT?



character's alignment changes depending on how your party reacts during encounters with wandering creatures. These monsters randomly approach the party, but will fight only if you decide to attack. If you want your character's alignment to evil, attack wandering creatures in every encounter. If you want your evil-doers to be good, leave the monsters alone.



A wandering group of creatures approaches! Your reaction determines character alignment



Evil Samurai and Lords are only created after continual attacks on friendly wandering creatures.

#### HOW DO LINCREASE MY SWIM SKILL RATING?

character's Swim Skill Rating is increased by defeating monsters while in any of the pools found between

A character's Swim Skill rating shows up in the upper right corner of the Status Screen.

Level Two and Level Seven. The Swim Skill Rating is the number of underwater levels a character may safely dive without drowning.



If a character is equipped with the Rubber Duck, he or she cannot drown

Acquiring the Rubber Duck can also prevent a character from drowning. You can purchase this Item from the Mad Stomper on Level Three.



The Mad Stomner on Level Three will part with the Rubber Duck for 6000 gold pieces.

#### WHERE ARE SOME GOOD PLACES TO GAIN EXPERIENCE?

s they do in most roleplaying games, Wizardry V characters build levels by defeating various monsters in the game. While you can build levels anywhere in the dungeon.

arail shoots at Phoenix and hits 9 times for 430 damage. Phoenix is destroyed!

Answer the Phoenix's riddle incorrectly and defeat it again and again. Destroying the Phoenix rewards you with roughly 122,300 Points.

some areas allow players to rapidly build up levels and gold. One such location is on Level Seven where the party encounters a Phoenix with a riddle. If you answer the riddle incorrectly.



Spin around next to any healing pool and fight random monsters. Heal the party after every battle You can find these pools on most dungeon levels.

you must defeat the Phoenix. Another method is to circle around a healing pool while looking for monsters. This technique saves valuable spell points for combat.



Move the party deeper into the maze as the members' levels increase- tougher foes translate to more gold and Experience Points.

# TES

# ADDAM'S FAMILY VALUES

# WHERE DO I FIND THE CANDLE IN DUNGEON THREE?



A fter Wednesday receives the pumpkin, she will in request a candle to illuminate her jack-o'-lantern. The Candle is located in Dungeon Three. To find this labyrinth, jump off a bridge south of where you spoke to Wednesday. You cannot jump off this bridge until you have spoken to Phweep in front of the Greenhouse. Talk to Phweep at the bridge, then jump off.



when you take the Pumpkin to Wednesda she'll explain that she needs a candle.



Both Phweep and the Candle are located in the same room inside of Dungeon Three.

#### 7

#### HOW DO LIGET A PASSWORD?

?

ousin It provides players with a password to save their game. You can find him in

the dreary Forest and Swamp area.

Look for Cousin It in the steamy depths of the Forest and Swamp area.

From the sleeping gargoyles, enter the Swamp, walk right and descend a staircase. Continue right to the centipede moving back and forth.



Go right to reach the centipede moving back and

From the centipede, walk down to an intersection. Go right at the intersection, past a bridge, and follow the path up to Cousin It.



Tell Cousin It everything. Be sure to write the password down before you continue.

#### 7

#### HOW CAN I INCREASE FESTER'S LIFE BAR?

7

hile Fester normally increases his ill-health meter by defeating various enemies, Morticia can also extend Fester's life. Just be sure you give her the right gift. These

Series (Legal Cont

Showering Morticia with gifts is another way to increase Fester's ill-health bar

presents include the Black Rose, the Skull Rartle and the Headless Teddy. The Black Rose is in the lower right corner of Dungeon One. The Skull Rattle is located in the Rockies. Be sure to talk to



This lava filled room contains the Black Rose, Push the button on the right side of the room.

Phweep in the cave in the lower right corner. The Headless Teddy is in Dungeon Five, down one room and left one room from the polluted water.



Phweep has the Skull Rattle in a cave in the bottom right corner of the Rockies.



# WCW: THE MAIN EVENT

#### HOW DO I THROW MY OPPONENT DUTSIDE OF THE RING?



n order to throw an opponent outside of the ring, both your wrestler and your opponent's need to be near the right or left side of the ropes. You must use a suplex move by pressing the A Button to get the wrestlers to grapple, then press the B Button. If you have moved your wrestler close enough to the ropes, there is a good chance your opponent will be thrown out of the ring.



Throw the burn out! Maneuver yourself and your opponent toward the left or right side of the ropes.



Grapple with your opponent by using the A but-ton. Once you have a grip, hit the B Button.



#### HOW DO LEXECUTE A SPECIALTY MOVE?



pecialty Moves are unique and powerful moves each wrestler can perform once or twice during a match. Every wrestler has different characteris-

tics that make his Specialty Move unique. Execute the Specialty Move by pressing the Select button. The move cannot be executed until a diamond appears under the second

bar on the player screen. Once the Specialty Move has been made, the diamond will vanish and the player will not be able to conduct another move until the symbol reappears.



Experiment to determine which Specialty Move best suits your playing style.



Use your wrestler's Specialty Move when you see a diamond near his strength bar.



Plan your move wisely. You will need to wait for the diamond to reappear to do it again. Write To

# FAST FACT

#### DAMS FAMILY VALUE

- 1: Which keys mentioned in the manual
- are not in the game? A: The Skeleton, Wooden, Fool's, and Mansion Keys
- Q: What is the Music Box for?
- A: Use it to destroy the red ghosts, such as "Ivel the Unbeatable".
- How do I get the Iron Key in Icelands?
- Lise the Magnet you found in Dungeon

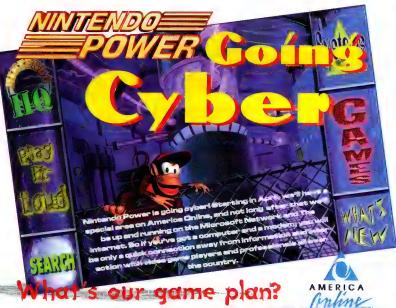
- How do I defeat enemies when I don't have the Fireball? A: Use the Sledgehammer.
- 1: How do I pull a block?
- A: Select the Magic Rope, hold down the B Button and move left or right.
- 1: How do I defeat enemies underwater?
- Use the Water Bubble—it works like an underwater Fireball.

#### DAFFY DUCK THE MARVIN

#### P.O. Box 97033 1: How many points do I need to collect

Counselors' Corner

- to recive a new weapon?
- A: Ten points.
- Why did I lose my new weapon when I entered a new area in the game?
  - A: You revert back to your original weapon each time you enter a new area.
  - Which weapon does the most damage?
  - A: The Big Bullet Gun.



There's this guy in Delaware who seems to know every move in Killer Instinct, and someone else in Montana who's an absolute expert in Might & Magic. And Nintendo's game counselors are experts on almost every game ever released. If you could bring all of these people together so they could swap tips, you'd really have something. That's what the Nintendo area on America Online does: it connects game players from all across the country with each other. It gives you game play strategies straight from the pros here at Nintendo, exclusive game reviews from Nintendo Power, and the opportunity to talk with game counselors and other video game industry experts. It gives you the chance to get the earliest information from major events

like E3 (wait until you see our live daily "broadcasts!"). There will be screen shots and video clips from upcoming games, and game maps to download and print. But in addition to all this information, we'll give you the chance to participate in everything. Disagree with a game review? There's an area where you can post your own review for everyone else to see. Know the answer to someone's game play question? You can use your game play expertise to reply. If you want to become an expert on a game, you can switch to the Pro Area and download the same hints that Nintendo's game counselors give people on the hot line.



#### The Nintendo Power area is so huge, it's broken down into several chunks, just to make it easier to find stuff.

Here's your chance to talk back to Nintendo or chat with people who are as obsessed with games as you are. You can enter the contests and send e-mail to Nintendo Power magazine. Cast your vote for the top twenty games of the month or join clubs dedicated to your favorite games. Hang out and take part in the daily live conversation with one of Nintendo's game counselors. Play It Loud is an attitude area: it gives you the chance to sound off!



## Systems

You've got to have a place to get info on the hardware systems, and this is it. Find out the Virtual Boy technical specs. Look up the latest on Nintendo Ultra 64 or discover the latest tricks of the trade. See what Nintendo's come up with to make Super NES 16 bit games better than ever. You can get all the specs all the time. Consider it your online Nintendo Power Library. Because this is all online, it's more interactive than a printed magazine: there will be bulletin boards where you can discuss hot topics and argue about the systems.

The Headquarters is where you need to go online for press releases, addresses and phone numbers (in case you forget the number to the game counselors) and other "official" company information.

This is the area with a true connection to the pros here at Nintendo. It's where you go to get the game strategies for those games that really throw even great game players for a loop. It's your chance to get the same detailed strategies that the game counselors use to handle phone calls. Now you can skip the phone call and go straight to the information! There's more in this area. too, like Now Playing game reviews. More than 200 games

will be covered, which is great, especially for those of you who didn't keep your back issues. Get a pro's opinion of the strengths and weaknesses of the game before buying or renting it. Disagree with the review? There's a place for your own review as well, so you can put in your two-cents' worth. This is also the place to

go for late breaking news about upcoming titles, since Pak Watch will also be online. Classified Information will be there, so it will be easy for you to send us new codes you've found.

Not everyone minds Moogles or is craving news on Chrono Trigger, but if you're one of the people screaming for an update, the online Epic Center is the place to be. There will be special clubs set up just for RPG fans, and we'll include game maps you can download. We're planning bulletin boards so vou can share information, and, of course, we'll have in-depth game strategies. We're hoping for special guests, too, like programmers from Square, so you can get the news straight from the Moogle's Mouth.

# Smile

a big grin on your face. With online services, there's an easy way to make sure that the people you're ding. You just use smileys.

Smileys make sense only when you look at them sideways. If you want to grin at someone, try this: -). It looks like a person smiling, right

But von dian't always want to smile at everyone. Sometimes someone says something that deserves a frown, like claiming that he's the best Killer Instinct player in the universe. You could send him a comment with one of these tacked

Here are a few other smalleys than might come in handy in your online conversations. Remember to look at them sideways.



-) This is a grim with a wink thrown in Jenseans veu le just joking.



3 Shortened are me was smitting face



: This one usually means that the person you're

talking to is getting boring. You might want to use it with a just to make sure the person knows you're not being too serious.



-5 Yourselves a service remark



8 Smiling person who ass happens to wear glasses





=: Pend conker with a fine



with braces on.



=8-o Very Lagintenus se uson.



t-) Albinamien Lines in

# Live, Online and

Paul Hawkins is Nintendo's online game counselor. You'll find him hanging out in the Nintendo area of America Online whenever he's not on the game coun-

selor phone hot line, and he'll be online every afternoon in the game chat room where you can ask him questions. His screen name is NOA Paul. His profile tells you his full name, where he lives. his birthday (in case you want to send him an email birthday card!), and what hobbies he likes (in Paul's case, his hobbies are Nintendo video games,

arcade games, and motorcycles). His occupation? Well, you already know that. And Paul's personal quote seems to be more a challenge than a quote: "If I don't know it, it ain't worth knowing."





Creating your online personality.

People on America Online create their own personalities for talking with their friends in cyberspace. Sometimes these personalities are

creative; sometimes they're fairly close to reality. It's your choice. As a Nintendo fan, you get the opportunity to create a personality that

shows your interest in video games. There are two parts to creating your online personality: member profiles and screen names.

#### Profiles

Profile are great for helping everyone else know a little bit about you. Of course, these profiles aren't always 100 percent accurate—a lot of users

are, well, very creative when they create their profiles. But the profile is a great way of telling people who you are, how old you are, and what

your favorite hobbies might be. If you think you're the hottest Killer Instinct player in the entire state, you can add that to your profile.

#### Screen Names

Kraidman and Demonspawn hang out in the video game area on America Online, and Moogles and Wizzle can share codes on NBA Jam TE, if you ask them nicely.

Because you don't have to use your real name, you can pick any name that suits your personality. Once you have a screen name, that's what everyone will see in the chat rooms, on the bulletin boards, and it's the name

they'll use to send you e-mail.

So how do you pick a screen name? Video game characters are popular (in fact, it's hard to find a character not already being used), and any name that shows a little Play It Loud attitude is great. There are millions of names already in use, so spend some time thinking about what name you want before you sign on for the first time.

On America Online, you can have up to five names on one account, so up to five family members can have their own screen names, or you can have more than one.

Hint: If the name you really want is in use, try adding a few numbers after it. You can't be Fulgore, but Fulgore 45 is a great name!

# Cyber Surfing Celebrities and Interactive Events

America Online has special "auditoriums" set up where you can go to listen to guest speakers and ask them questions. Sometimes it's celebrities, sometimes it's other special people. We'll sponsor guest speakers all the time, so this will give you a chance to discuss Killer Instinct with people like Ken Lobb, the product manager for KI. We'll have other special events and video game celebrities, too. Special video game industry events like the upcoming £3 are certain to generate Nintendo auditorium events. If you're already on America Online and you have an idea for a good guest speaker, e-mail your idea to NOA PAUL.



If you want to talk to NOA Paul live, he'll be hanging out in a Chat Room every afternoon. There are hundreds of Chat Rooms on America Online, dealing with every sort of topic. We'll have a room of our own set up for discussing Nintendo games and systems. Stop by to ask questions, or join in the conversation with people you've met online.

Downloading. That's when you take a file and copy it to your computer. We'll have tons of files for downloading, like Killer Instinct pictures, new game screen shots, photos of famous video game personalities, and game hints and strategies.

The Nintendo Power area on America Online gives access to all these interactive areas, special events and special files, so there's

a lot going on. You've got to keep your Power subscription going too, though. There's no way our online service can provide everything you're

used to, like in-depth full color maps, or excellent extra stuff like POGs and items from the Super Power Club.

If you've got a computer and a modem, and you're interested in signing up for America Online, call 1-800-827 6364 and ask for extension 12386.



#### Online Abbreviations

When you're in a chat room or putting a message on a bulletin board, it can save time and keystrokes to use abbreviations. Of course, if you use too many abbreviations no one will know what the herk you're talking about, but there are a few standards that everyone knows

BTW Birthe way BTW did you see the latest issue of Namendo

IMO in My Opinion. IMO its coverage of Earthbound was amaz-

IMHO In My Humble Opinion. "IMHO, it could have had more pages

LOL Laughing Um Loud. "Great joke I was LOL

ROLF Rolling on the Floor (laughing). "No kidding... I was ROTF. IMHO the best loke I've heard in weeks

FAC Frequently Asked Questions. This is a list someone has compiled of questions that get asked a lot. Does anyone have the FAO for Final Fantasy 3 that you can e-mail to me?

BRB Right Back, When you need to leave the keyboard for a few minutes, to feed the dog take out the parbage of other emergen-

If you are already on America Online and want to get in touch with us, send e-mail to NOA PAUL. for the area, or if you've created your own smiley's that you want to share with everyone else







Pick a set of clubs according to your level and style of play! There are four sets available to suit every ability. Club selection determines from which tee you start. Choose from beginner, amateur, semi-pro, and pro clubs. Beginner clubs have a variety of irons and woods to cover

distance. The pro set specializes in precision accuracy near the pin. Unlike most pro shops, you won't have to worry about long lines or getting a tee time.







Use the target cursor to preview the layout of the hole and plan your strategy. Take note of the wind direction as you move the target cross hairs to the exact location you want the ball to land. This feature is great when you have to compensate for a strong wind. You can elect to add fade or draw to each shot and determine the strength of your swings. It takes experience and patience to get the ball to land exactly where you want it.

After you hit the ball, you can review your shots on instant replay. Want to do the whole thing over? Practice mode even has a mulligan option!



A swing gauge accurately mea-sures the amount of club velocity behind the ball at impact.



At the end of every stroke, players can review the flight of their ball or continue playing

# FURO DE COURSE



From the windy open courses of Great Britain, to the arid shores of Spain, to the towering spires of the Swiss Alps, PGA European Tour offers a variety of terrain

Home of the English Open, the Forest of Arden in Warwickshire is a 7,102-yard course interspersed with trees and water. The Forest of Arden's layout includes



recent course revisions by designer Daniel Steel. Blustery winds are often a factor during play here.

The Forest of Arden includes two long carries over water on the eighth and eighteenth holes.

#### and conditions to challenge players of all levels and abilities. The golfer who employs strategy with accuracy will find all of these courses rewarding.

Nicknamed the Burma Road, Wentworth earns its moniker from a series of long par fours located on the front nine. These narrow, straight fairways frequently



rob players of birdie opportunities. If winds are favorable, cut the corner on the eleventh hole.

Wentworth's convoluted greens provide opportunities for players to sharpen their short games.

Remodeled by world famous course designer Robert

Trent Jones, Valderrama is considered one of the most

scenic and challenging courses in Europe. Many holes

Grande, Spain

Wedged between two high ridges in the Swiss Alps, the Crans-sur-Sierre is home of the Swiss Open and the Canon European Masters. Evergreen trees and pencil



Evergreen trees pepper this

course-don't get stuck behind

thin fairways emphasize shot accuracy. Lay up short or aim around the fairway bunker on the first hole

are heavily protected by bunkers, while Mediterranean breezes keep players second-guessing their club selections.

alderrama Sotogr

You can cut the corner on Valderrama's second hole dog leg, but you risk losing a ball.



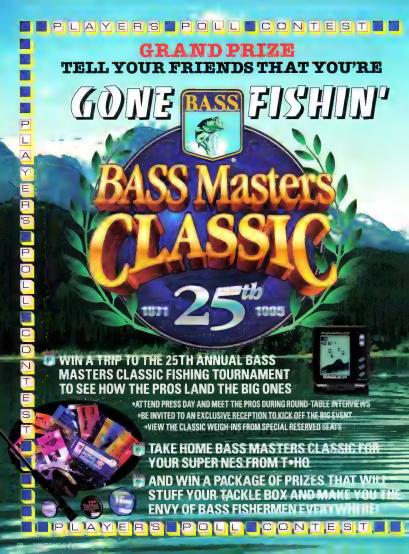
#### WALL THE PRO!

Do you lay up short or go for the pin? Which terror think better the transport

and make a great shot out of his good one.



nat the times



	Please answer the following questions or	1 the postc	ard pr	ovided be	low, then	enter our P	layer's Po	II Contest	
	by sending it in!  A. Please indicate, in order	of profess	maa 11	our fluo f	morito Cu	mor NEC o	armor.		
	B. Please indicate, in order								
	C. Which five games on th								
	D. How old are you?			,	E. Sex		0		
	2. 6-11 4. 15-17 6.	. 18-24 . 25 or olde				Male	2. Fema	le	
	F. What do you think of the new Epic Center section of Nintendo Power?								
	<ol> <li>I think it's great!</li> <li>It's okay when it covers a game I've got.</li> </ol>			4.	<ol> <li>It doesn't cover the games I play.</li> <li>I hate it because I don't play RPGs.</li> </ol>				
	Which of the following games do consider appropriate for the Epic Center?				P. If we could expand one of the sections in the Epic Center, which one would you want				
	G. Final Fantasy III H. The Legend of Zelda:		2. No		anded? Epic Cente	er News -			
	A Eink to the Past  1. Donkey Kong Country  L. EarthBound	I. Yes	2. No 2. No 2. No	2.	Epic Worl	rom the Rol kshop - der look at p	, 0		
	K. Uncharted Waters	1. Yes	2. No	3.	Epic Previ		gairies iti u	evelopmen	
	L. Romance of the Three Kingdoms	1. Yes	2. No 2. No		review Epic Strate	s of upcomi	ng games		
	M. Might and Magic III N. Super Metroid	1. Yes	2. No	٩.	playing	agy - g tips straigh	t from the	source	
	O. Mortal Kombat II	1. Yes	2. No		. , .				
	Trivia Question: What is Kirby's normal color?								
	Answers to the Player's Poll – Volume 72								
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	Member Number			Age					
	A. Indicate numbers from 1-148 (from the list on the b	ack of the car	d)	1	2	3	4	5	
	B. Indicate numbers 149-186 (from the list on the back	of the card)		1	2_	3	4	5,	
	C. Indicate numbers 1-194 (from the list on the back of	the card)		1.	2	3	4	5	
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# PLUS - . . GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of Nintendo Power? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card. So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

Nintendo Power Magazine, P.O. Box 97032 Redmond, WA 98073-9732

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#### Nintendo Power

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Cardhoider's Name

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#### PLAYERSFOLL CONTEST

#### SECOND PRIZE:

## A BASS ROD AND REEL

TEBEL

HUEKI

AND BASS MASTERS CLASSIC FOR YOUR SUPER NES FROM T-HO

5 WILMINERS



#### OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 72, and the answer to the trivia question on a plam 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL.72
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than May 31, 1995. We are not responsible for lost or misdirected mail

rected mal nor about June 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" megazine or Nintendo of America line. (NOA) without further compensation. Prizes are limited to one per household.

one per household are compensation. These are milled to change in the per household are determined by the total number of centries received. The ratio of prizes to entry cards distributed is 56-1000,000 No substitution of prizes is permitted. All prizes will be awarded To receive a list of winners, which will be awarded and the substitution of prizes is permitted. All prizes will be awarded for creative a list of winners, which will be awarded as the first June 30, 1995, send your request to the address above.

above 
GRAND PRIZE. The Grand Prize Winner NDA will provide an travel of and accommodations for the winner and one gaser I lauder 18 commodations for the winner and one gaser I lauder 18 commodations for the winner must also provide a writter includes at to NIAE Estimated total value of all prizes is \$50.00. Exact date of the time is subject to the commodation of the prizes is \$50.00. Exact date of the time is subject to the prize is \$50.00. Exact date of the time is subject to the prize is \$50.00. Exact date of the time is the prize is \$50.00. Exact date of the time is the prize is \$50.00. Exact date of the time is the prize is \$50.00. Exact date of the time is the prize is \$50.00. Exact date of the time is the prize is \$50.00. Exact date of the time is \$50.00. Exact date of t



NINTENDO POWER T-SHIRTS

o winners

LAND A LUNKER
IN YOUR
LUCKY T

The delive prize package includes a STIO gift partificate from Winapier Rupged Wasy, a Zaboo Rock II Combo cod and east, a fish linder from Eaglew Electronics, a Victory II jacket from Bengers Beats, a Rhabermade Classic, cooler, as official cap, hast fewer land to be from B.A.S.S., additional caps from Lowrancew Eviatude, and Jehnson. Outboards, shirts from the Bass Masters Classics. Lewrencew and Evintudes and Johnson. Outboards, and abook on Splaneshtel Bassic from Bass Masters are great.

PLAYER'S POLLL CONTES

Y

E

N

# The Power Players'



#### 



Fore! Break out those clubs, it's tournament time! Josh Sommers from Cottage Grove, MN sent in a blistering hot score of -39 in a 36 hole United Kingdom Course Tournament game. How low can you go? All entries must be played on the UK course in 36-hole tournament mode. We'll post the leader board results. The lowest scores win Power Stamps!

> Josh posted a -22 on the first 18 holes and went -17 on the second half. You'll need to score an eagle or two to beat him.



## 





Okay, let's settle the argument once and for all. Who has the best high score on one player Tetris Game A? How far into six figures can you go? Push the envelope and beat all your old scores. All screen shots must be from the Tetris & Dr. Mario Super NES game cartridge. The top ten scorers walk away with four free Power Stamps each.

Start from any Tetris level you choose, but only Game A scores will be included in this contest.

Nobody can get enough of this game, so we brought it back for a second consecutive Power Challenge. This month we want to see how many Gold Medals (no, not Bronze Medals, lightweight) you can pick up on the regular courses. Mail in a photo of the Member's List Screen with your medal count. The top ten players pick up Nintendo Power Stamps. Go for the Gold!



The Member's List Screen displays your progress on each course. Player 2 has only one Gold Medal Tsk tsk!

#### ENTER THE ARENA!

Be sure to include your name, address and Member Number on the back of your photo when you send in your faile, your assant yearned founded of the tack of your faile, when you send in your challenge or entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than May 20, 1996 to qualify for the Power Stamp prizes. The players who best complete Challenges will

receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Scores printed are determined by the Nintendo Power Staff. POWER PLAYERS ARENA PO BOX 97033 REDMOND, WA 98073-9733





Why doesn't the NES cartridge fit in this control deck? Use of a game enhancement device results in instant disqualification. The Arena is for players who want to show off their true talents. Find another use for the game enhancement device-like testing your trash compactor,

IMPOSTER PLAYER

## STAR FOX COMPETITION PAK **BEAT 173,343 POINTS**

Drew Willcoxon......180.253 Conyers, GA

Tim Dyer......179,336

POWER CHALLENGE Gorden Grove, CA

THIS MONTH'S

WINNERS

(UFO SIGHTING???



It's a microwave! I know! An electric heater! No. wait—a radioactive rutabaga!

Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES or NES game, first move your system near your television, so you can get a photo of both the system and high core at the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash.





When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, quit cheating and try again without it.

## FINAL FANTASY III

Fewest Steps to Mog

John Daily6,545
John Daily
Dustin Klitch6,671
N. Arlington, NJ
Jan-Michael Olorga6,734
Panarama City, CA
Joshua Rexhausen
Cincinatti, OH
Chris Toyzan8,291
Marshall, MI
Andy Paredes8,474
Kingsburg, CA
Mike Chovez8,555
Visalia, CA
Masaru Ito8,572
River Edge, NJ
Joson Knier8,601 Muncy, PA
Jay Albert9,300
Decetur II
Anthony Mureno 9,544
Longview, TX
James Stiles10,714
Daver NI
Charles Clark
tden Proirie
Danny Li16,540
El Monte, CA
Joannie & Christopher Yau19,604
Elmhurst, NY

MORE POWER CHALLENGES

## UNIRACERS

Best Times and Scores

Mike Hagen .....516 Downer Thief River Falls, MN

Danny Li ......36.33 Last One El Monte, CA

Chris Dlugosz.....25.07 Dragster Cheektowaga, NY

Nathan Fabro ......25.08 Dragster Edmonds, WA



Memory Size ..... 12 Megabits An underworld maze, a warped king and dark magic hold the secrets to the future in this epic title from Koei.

Company ......Koei

Release Date ...... March 1995

Long ago, the kingdom of Berimya suffered a terrible catastrophe when its king reached for dark secrets that were too great for him to control. The king's greed cast the land into isolation beneath the



earth. Much later, a young adventurer discovers the entrance to this lost world. Players take on the role of Varik, who is pursued through the five main areas of the game by Alexis, who seeks revenge. Alexis is only the first of your worries in this land down under. Fantasy enemies roam the passages of ruined Berimva. You'll also find shops, fountains, treasure chests and advice in the mind boggling maze. Although fighting takes place in real-time, as in a Zelda or Mana game, actual movement is somewhat limited by awkward play mechanics. The review in this month's Epic Center will get you started safely on your quest.

Challenging. Puzzling. Good music.

Extremely awkward play control, but you do get used to it given enough time. (There are two movement options and both make it very difficult to fight circling foes since the Varik sprite always faces straight ahead.) Graphics are unexceptional.



## Company ......Playmates Release Date ......March 1995 Memory Size .....32 Megabits

The latest Fatal Fury tournament fighter finally makes it to the Super NES thanks to Playmates.

If there's a third major fighting series on the Super NES after the Street Fighter II and Mortal Kombat games, it's probably the Fatal Fury titles. Fatal Fury Special enhances many aspects of the earlier Fatal Fury games. including increasing the speed of the control and graphics. The 32 megabits of memory make for good

graphics and animation. but the retail price could be steep. Playmates picked up the title from Takara earlier this year, which has delayed the expected release. Power focuses on FFS in a Take 2 review this month.



Good graphics and challenge. (For die-hard tournament fighter fans.) Improved combos.

Special moves are difficult to make. (Timing must be precise.)

## THE FUNTSTONES





Company ..... Release Date .....May 1995 Memory Size...... 16 Megabits

### Fred Flintstone sets off on a Jurassic journey to rescue his friends and familu from a real Neanderthal.

Ocean's latest moviebased Super NES game stars the original whacky stone age guy, Fred Flintstone. Joe, Mac, Prehistorik Man and all the others have to take a



back seat when it comes to the popularity of the yabba-dabba-do man. In this side-scrolling platform game, Fred uses everything at hand to make his way through a megalithic maze filled with hungry dinos and other baddies. What makes The Flintstones interesting is the tactics of using the crude tools like the bowling ball and the more complex animal-driven machines found throughout the game. Don't miss this month's review.

Good graphics and more interesting play than many platform games.

Play control requires precision but suffers from random detection like The Lion King.

## GODZILLA: DESTROY ALL MONSTERS

Company ......Toho Release Date .....April 1995 Memory Size ..... 16 Megabits

Toho, the masters of the monsters. bring Godzilla back to America for a giant brawl.



You are Godzilla-or Mothra, MG, Gigan, Anguirus, King Ghidorah, Megalon, and Super MG-in this tournament fighter game from Toho. Like any fighter, you have to master the monsters' special moves to

become effective. A little experimentation (in which trying standard Street Fighter II moves will pay off) results in some fire-breathing devastation. Three levels of difficulty make the one-player game more interesting, but a speed control would have been an even better addition. There just isn't a lot of variety here, and the monsters seem to be mismatched, with some of them being very strong and easy to control while others are a pain in the thumb. Big fans of Godzilla might want to check this one out, though, especially for the two-player action,



Great characters. The two-player game can be fun. Some cool special attacks like infrared eye heams



## JUSTICE LEAGUE TASK FORCE



Company .....Acclaim Release Date .....May/June 1995 Memory Size .....24 Megabits

Characters leap out of the pages of DC Comics in Acclaim's Justice League Task Force.

If you're wondering what's up with Justice League, Sunsoft recently sold this tournament fighter to Acclaim. What Acclaim picked up was a good looking fighter with pretty standard play but great characters. As in most tournament fighters, the action is best experienced with a friend. Fighting the com-

puter-controlled players may not keep you excited for long. The game includes many of the top comic super heroes from DC's lineup. Power reports on the moves and strategies for Justice League in this month's review.





Good graphics and options. Standard controller motions for special moves

Play control is on the slow side. Single player option isn't very challenging





Company .....Enix Release Date ..... May 1995 Memory Size .....20 Megabits

Arthur King and his team find themselves in Arthurian England with a quest to conquer dragons and defeat the evil Morgana.

Enix turned a Saturday morning cartoon adventure into an epic based on Arthurian legend. In King Arthur and the Knights of Justice, you play the part of Arthur and the Knights-a team that has been mysteriously transported back in time. The action ranges throughout England, from Camelot to Morgana's castle. Eight areas contain evil knights and monsters, wiz-

ards and plenty of puzzles. Choosing which knights to take with you is a big part of the game and exploring every nook and cranny is the other main activity. This month's Epic Center takes you to the heart of this adventure.





Authentic Arthurian elements, Lots of exploration, Interesting variation in play tactics from using different party members. Well-suited sound and graphics



Most of the puzzle-solving is a matter of finding hidden items, (If you read the help messages, there will be no mystery ) The sword recharges slowly, keeping you out of the heat of most battles. Battle play control is too limited.

## KIRBY'S DREAM LAND 2





Company .....Nintendo Release Date ...... May 1995 Memory Size .....4 Megabits

Kirby gets a paw, a fin and a wing up in this new Super Game Boy adventure from Nintendo.

Kirby and company suck. well, in a good way. Kirby uses the same unique attack method-sucking up objects and spitting them out-that made him a Game Boy hit with Kirby's Dream Land, He also makes use of his new friends by riding, swim-



ming or flying with them. When Kirby and one of his pals are together, he becomes a sort of Super Kirby like Super Mario with an extra hit and enhanced powers. Don't let Kirby's cute, round appearance fool you. He eats monsters for breakfast and belches on demand. This month's review reveals how Kirby breathes life into platform games.



More game play and strategies than in previous Kirby games thanks to the round one's new pals. Excellent play control, lots of variety and great fun

Simple graphics. (Although the graphics don't detract from play, some non-initiates may think the game is only for beginners. Hall)

## PAK IN TIME





Company .....Namco Release Date ..... March 1995 Memory Size .....2 Megabits

Pac-Man rolls and romps in a Super Game Boy platform game that sends our hero back in time to the primitive days before video games-1975.



Pac In Time for Super Game Boy is a color feast when played on the big screen. The game play involves Pac-Man bouncing through side-scrolling levels, avoiding traps and gobbling energy pellets. The Pacster bounces like a rubber ball, spits out fire

shots, eats energy pellets

as well as other things like stones. There are areas within the seven map layouts, unfortunately, that allow players to trap themselves without hope of escape. It is important, therefore, to write down the frequent Passwords so you don't have to retrace your steps.



Nice graphics and good use of Super Game Boy enhancements.

Poor map layouts that allow players to get stuck.

## PGA EUROPEAN TOUR





Company ......Malibu Release Date ......May 1995 Memory Size .....4 Megabits

## Malibu makes the cut with Super Game Boy golf in Europe.

PGA European Tour sends you to the continent on a golfing dream at four world-famous courses: Forest of Arden, Wentworth, Crans Sur Sierre, and Valderrama. Each of the courses requires strategic and consistent golfing if you want to post a low score. This version of the EA Sports game looks terrific on Super Game Boy,



but it plays just fine as a hand held game, too. For variety, you can play practice rounds, tournaments or skins games with pro competitors. Players also get to choose their bag of clubs. Power gets into the game with a review this month.

Course variety. Good golfing strategy required. Good use of Super Game Boy enhancements.

Pitch shots (short range) can be difficult to execute. Huge wind fluctuations. (As much as 90 degrees in a second.)



Company ......Atlus Release Date .....February 1995 Memory Size .....8 Megabits

## A jigsaw puzzle challenge on the Super NES, from Atlus.

The concept of Pieces is simple but fun, and you don't have to be a monster game player or puzzle master to get it. You begin with a bunch of chopped up images that will fit into a picture area when placed in the correct position. By matching shapes and ele-



ments of the image, you construct a picture out of the chaos. Working against the clock in the one-player version is fun, but the action really picks up when two players go head-to-head.



A great idea and good execution. A game that even non-gamers will enjoy. A fun two-player mode.



Not all that challenging in the one-player mode

## PINBALL FANTASIES





Company ......GameTek Release Date ......February 1995 Memory Size .....2 Megabits

### GameTek brings the Pinball Fantasies experience to Game Boy with four offerings.



The four pinball machines included in the Game Boy version of Pinball Fantasies are Billion Dollar Game Show, Stones Bones, Party Land and Speed Devils. The action is very solid in all four, although a little bit slow. You'll

really get the feeling of playing pinball with flashing bumpers and bonus scores. All of the games have large screens that scroll to reveal the entire layout and upper paddles that let you keep the ball in play in the rich upper zones. The upper paddle in the Billion Dollar game is set at an unusual side angle to allow you to keep the ball in a loop. In any of the games, you can nudge the machine by tapping the B Button, but the Tilt message will stop you if you hammer it too hard,

Good graphics and a realistic pinball feel. Some interesting extra pad-

Annoying sound track. Paddle action is a bit slow. No Super Game Boy enhancements

## PORKY PIG'S HAUNTED HOLIDAY



Company .....Sunsoft Release Date ......May 1995 Memory Size ..... 16 Megabits

## The Looney Tunes family of games grows to piggy proportions with Porky Pig.

While reading over travel brochures for his upcoming holiday, Porky Pig falls asleep and dreams of a nightmare vacation. Porky's horrible adventure consists of standard platform action with some nice graphics and special effects, plus some



of the fun animations that you would expect from a Warner Bros. character. The game play never goes beyond hopping and bopping, but some of the obstacles are interesting. Like most of the other Sunsoft Looney Tunes games, each stage has continue points scattered throughout the course and the map layouts require exploration.

Nice graphics with some excellent effects. A fun, quick play

Basic side-scrolling action. Music and sound is not up to the usual Sunsoft standard. Not overly challenging

## POWER DRIVE





Company ......U.S. Gold Release Date ..... March 1995 Memory Size .....8 Megabits

### International racing from U.S. Gold.



You'll begin your IFC racing career in a Fiat Cinquecento or a Mini Cooper-not exactly the high-powered experience that American racing fans are used to. The overhead course layouts give the game an R.C. Pro-Am feel, although

not quite as driver-friendly. As with most racers with overhead views, seeing the turns ahead can be difficult and you always seem to be reacting to rather than anticipating a turn. The tour races pay winners a cash prize that can be used to modify and upgrade your cars. There is a multi-player alternating option for up to eight players to take a crack at the simple, but surprisingly fun courses. Don't expect fancy graphics or involved game play from Power Drive, but with a little practice and concentration it can be fun.



Good options, Faster than you'd expect.



Steering is quite touchy.

## POWER INSTINCT



Company .....Atlus Release Date ......February 1995 Memory Size ......20 Megabits

## Powerful tournament fighting with a few twists, from Atlus.

Power Instinct, like many tournament fighting games, began life on the arcade circuit. The Super NES version does a good job of recreating the action and

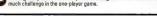
graphics, Power Instinct uses many of the standard moves and themes of Street Fighter II type games, but it also includes some humor and unique moves and modes. The Life Attack mode challenges you to beat eight, 16 or an infinite number of



opponents with one life bar. The regular one-player game takes you through Japan, fighting the eight Power Instinct fighters.

Good sound and play control is fine. Unique, humorous moves, like getting gummed by granny. Fun two-player action.

Nothing really stands out except the challenge of the Life Attack. Not



## REN & STIMPY **BUCKEROOS**



Company .....T\*HO Release Date ...... April 1995 Memory Size .....8 Megabit

Cartoon antics meet history head on.

Ren and Stimpy return for a reprise in the Super NES version of Buckeroos, which turns out to have nothing in common with the previously released Buckeroo\$

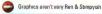


for the NES, Unlike previous R&S games, in this side-scroller the game play doesn't take a back seat to the graphics. In fact, the graphics don't look an awful lot like the show. The game, on the other hand, has some variety that will keep

your interest up-at least for a little while. You collect objects that can be hurled at foes and the enemies set up some good ambushes. It would be easy to condemn Buckeroo\$ as just another vehicle of Ren and Stimpy silliness, but it has a few moments of near amusement.



Good story and cinema scenes. More game play than previous R&S





Company .....Ocean Release Date ......February 1995 Memory Size ..... 16 Megabits

The last descendant of Ghengis Khan is inciting gangs in New York of the 1930s, Only the Shadow can stop him.

Who knows what evil lurks in the hearts of men? The Shadow, that's who, And once he knows that you're up to no good, he'll be on your trail like a bloodhound after an escaped con. The Shadow combines some cool cinematic scenes and music with a



standard side-scrolling street fighting action game along the lines of Double Dragon. What sets it apart are the special moves that the Shadow can use including an invisibility move. A special power meter shows how much strength the man-in-black has for special moves. Regular combat doesn't break the mold. Expect lots of basic kicks, punches and throws. You can pick up weapons from time to time, as well, but you keep them for a limited time only.



Good cinematic sequences. Fun special powers. The play is more varied than most games of this type. Worth a look.

Play control is a bit slow and the animation isn't impressive. Lots of tedious punching and kicking

## TIME COP



Company ...... JVC Release Date ......May 1995 Memory Size ..... 16 Megabits

lean Claude Van Damme, the master of the forearm slam, gets digitized on your Super NES.



Great digitization doesn't necessarily result in a great game. The graphics in Time Cop look refined. The digitized animation and cinema scenes are some of the best in any sidescrolling game. But the game play will leave you

hoping for an intermission. The biggest problem is play control. Jean Claude seems to slip and slide out of control for no reason. He doesn't take a hit well, either, falling back a long way when he takes one in the chops. For variety, there are some shooter stages with vehicles, but the level is never anywhere near as exciting as IVC's excellent Star Wars games. This game is definitely not of the same caliber.



Great graphics.



Awkward control.



Company .....Acclaim Release Date ......May 1995 Memory Size ..... 16 Megabits

Special Agent Harry Tasker must stop nuclear terrorists in Acclaim's action-packed version of the film starring Arnold Schwarzenegger.

TRUE LIES

True Lies turns out to be a true gem as long as you have a stomach for gore. Following the events of the hit movie, the game takes you to locations all over the world to face bad guys that are blasting at you. Whether he's in a mansion or a subway tun-



nel, someone is always waiting for Harry. It's little wonder that all you can do is shoot back. You must be socially responsible, however, and try to avoid pumping lead into innocent bystanders. The 12 missions vary widely, from exploring overhead view maps to skiing and flying a Harrier jet fighter. Your basic requirement is to stay alive, but there are enough mission goals in the game to keep things interesting. For the whole truth about True Lies, turn to this month's review.



Lots of variety Good play control. Good graphics Fun.



This game spills a lot of blood, so it may not be for everyone.





Company .....Acclaim Release Date ......May 1995 Memory Size .....16 Megabits

### Warlock means more movie magic for the Super NES from Acclaim.

The cult hit Warlock movie introduced a classic conflict that has raged throughout the ages. Hero, a warrior from the past, has been following the evil Warlock on his journeys through time. In this game, Hero's job is to gather up seven ancient rune stones of power before the Warlock can use them to rule the world. This side-scrolling action game takes you into dark fantasy worlds and arms you with magic spells and

levitation crystals. Through most of the game you are following closely on the heels of the Warlock, fending off his constant magic attacks. This month's review should give you the edge vou need.



Seven levels of sorcery. (The magic attacks are effective and fun.) Fairly challenging. Eerie music.

Play control feels jerky. Learning to control new magic spells can be difficult since there is no explanation

# HEADTHEAL

TITLE	POII.	ER ME	TER RE	TINGS	EDITOR PICKS	IDSA	GAME TYPE
	G	-			TICKS	IMITAL	
BRANDISH	3.1	2.5	3.3	3.2	th .	K-A	RPG
FATAL FURY SPECIAL	3.6	3.1	3.0	3.1	0	K-A	TOURNAMENT FIGHTING
THE FLINSTONES	3.5	3.2	3.3	3.5		K-A	ACTION
GODZILLA:DESTROY ALL MONSTERS	3.1	2.9	2.8	2.7	*	K-A	TOURNAMENT FIGHTING
JUSTICE LEAGUE TASK FORCE	3.6	3.7	3.0	2.9		K-A	TOURNAMENT FIGHTING
KING ARTHUR & THE NIGHTS OF JUSTICE	2.8	3.3	2.3	2.3		K-A	ADVENTURE
KIRBY'S DREAM LAND 2	3.8	3.3	3.6	3.4	◎★☆★米☆	K-A	ACTION
PAK IN TIME	3.3	3.0	3.1	3.1		K-A	ACTION
PGA EUROPEAN TOUR	3.2	3.0	3.0	3.2	±O	K-A	GOLF
PIECES	3.1	3.3	3.3	3.4	青	K-A	PUZZLE
PINBALL FANTASIES	2.8	3,3	2.5	2.8		K-A	PINBALL
PORKEY PIG:HAUNTED HOLIDAY	3.5	3.0	3.5	3.0		K-A	ACTION
POWER DRIVE	3.0	2.5	3.0	3.2	No.	K-A	RACING
POWER INSTINCT	3.4	3.4	2.9	2.9	200	K-A	TOURNAMENT
REN & STIMPY BUCKEROO\$	3.0	2.7	2.7	3.0		K-A	ACTION
THE SHADOW	3.2	3.4	3.1	2.9	100	K-A	ACTION
TIME COP	3.2	2.7	2.7	3.0		K-A	ACTION
TRUE LIES	3.5	3.3	3.6	3.1	<b>*○</b> ★☆	Т	ACTION
WARLOCK	3.2	3.0	3,7	3.7		K-A	ACTION















### Dan......Action, Adventures, Puzzles Terru .... RPGs, Simulations, Sports

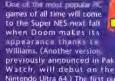
games as one of our Power editors, then check for his or her seal of approval above. Scott .... Sports, Simulations, Adventures

- Leslie ..., RPGs Puzzles, Adventures
  - Jeff ..... Action, Sports, Fighting Jon ......Fighting, Simulations, RPGs

### IDSA Ratings:

These Independent Digital Software Assoc, ratings reflect appropriate ages for players. The categories include:EC-Early Childhood, K-A=Kids to Adults, T-Teen (13+), M=Mature(17+), A=Adult(18+), NR=No Rating, To contact the IDSA regarding the rating system, call 1-800-771-3772

## THE *Inside* Source on Future games



FIRST LOOK

Nintendo Ultra 64.) The first published pictures of the Super

NES Doom look mouth watering. The texture napped 3-D environment appears realistic with a minimum of pixelation. Sculptured Software has been working with Williams and id software to recreate the excitement of the original Doom games for the Super NES. Coing a step farther, players should be able to link up and recreate the network play of Doom by using the XBAND. Catapult has helped the developers in creating an XBAND patch. Doom is possibly the ultimate multi-player action.

game. Players stalk each other through the 3-D sciti world with heavy dutaeapons. As one-player game se thrill is nearly as great because the Doom world is filled with truly hideous and victous beings.







Castlevania with puzzles, fighting action and bosses. Much of the magic comes from the details in this game-little touches to the graphics that add to the story or sense of place. As for the long development

time, in this case it was worth it.

VOLUME 72 109

## ELECTRONIC ARTS Jungle Strike

EA strikes agains with Jungle Strike for the Super NES. The second Strike game puts you back in control

of a Super Comanche attack chopper on sensitive, combat missions, but this time you begin in the good old U.S.A. In fact, the first mission begins as terrorists move into Washington D.C. You'll take off from the White House lawn, armed with missiles and machine guns. Once you find the terrorists in

D.C., you'll move on to their jungle HQ. Graphically, EA has moved the Strike series up a notch. The game follows the pattern set in Desert Strike. Each mission

takes place in a 3-D, overhead view with subscreens for controlling ammo and



checking up on your mission status and goals. Your co-pilot skills at shooting and flying will affect your success rate. The battle begins early this summer. Don't miss out.



# here SYNDICATE

haven't been many multi-player adven-

ture games in the past. Secret of Mana probably qualifies as the

best, and Gauntlet was the first successful game of this type. Now Ocean is bringing Syndicate to the Super NES. The plot of Syndicate takes you into a dangerous future world where cyborgs run amok and the world is divided into warring zones. Deploy your party of four agents straight out of the cryo chamber,

load them up with weapons and special attachments like bionic arms, then send them out to clean up the cyber-scum. As a one-player game, your Syndicate agents move out one at a time to complete the mission, but if you plug in a multiplayer adapter, four agents can work in concert to achieve their goals. Although the graphics in the action areas contain small characters and simple animations, the game play with four players is an interesting expe-

> rience. Syndicate should released this summer.

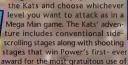




# MAT KATS

The Hanna Barbera cartoon comes to life (sort-of) in Hudson Soft's

Super NES action game. You can play as either of



Mode 7. Swat Kats combines fast action, more I-Ups than any game of this century and colorful graphics. The final version won't challenge everyone, though. Swat Kats should be in the stores by June or July.







Now that Konami is bringing Castlevania Dracula X to the Super NES, the count down has begun. The two shots shown here were taken from the Japanese version for the PC Engine. The Super NES graphics will be at least as good and probably better. We hope to have actual screens from the Super NES game very soon. In the meantime, dream a little. The return of Castlevania may be one of the hottest happenings of the year.



## **ACME SHOW**

Your roving Pak Watchers found themselves at the ACME (coin-op) show in Reno, Nevada last March, checking out all the latest in arcade games. Since many of these titles will make their way onto the Super NES, and eventually to the Nintendo Ultra 64, you can consider this a preview of things to come. Some of the titles,

such as Mortal Kombat I, are already in development for the home systems. Pak Watch will bring you

the first



MK3 Super NES shots in next month's issue, But for now, sit back and check out the fun in Reno.

The tournament fighting category, as alvays, held the most exciting new games. Mortal Kombat 3 from Williams ruled the ffoor, and you can get a close up view in this month's special article. After that, Capcom's first showing of

namco manufactural

Street Fighter The Movie raised a lot of eyebrows. The digitization of the actors from the movie is nothing short of spectacular, As Guile you become Van Damme: The move's were good and the game's balance, although only

80% finished, felt right on. Veteran fighter developer Ken Lobb from Nintendo gave it two thurs by up and called it the surprise hit of the show. Along with MK3 and Street

Fighter The Movie, the only other game to attract crowds was Killer Instinct. Other fighters on the show floor included Fatal Fury





3, Tekken, Double Dragon, Samurai Shodown 2 and Virtua Fighter 2. On the racing edge, Cruis'N USA continues to be hot and Sega showed off Sega Rally, which takes you careening down narrow, dirt roads. Namco's

Ace Driver does a nice job of recreating Indy car racing. Namco had the ultimate virtual device-the CyberSphere-which was hooked up to the fighter game, Air Combat 22. After getting strapped into the virtual headset and seat, the player rotates in 3-D just as if he or she is actually in the cockpit of a jet fighter. It's cool, but it's so expensive that you won't likely find it in your neighborhood arcade. In the most gratuitous gun-play category comes the obvious winner, Cops from Time Warner Interactive. This shooter combines video footage from the popular TV show with an interactive pistol. T-Mek, also from Time Warner and Atari, makes a move on the Battletech front by placing up to four players in awesome tech-mech battles.



Namco's Alpine Racer, a skiing game with actual pivoting foot controls, was fun and super fast. Tommy Moe doesn't even move like this.

There are always some bizarre gaines at these snows, as well. **Konami** showed a laser-disc adventure that looked like a story-book while Sega had *Sports rishing*, which included an actual rod and line, but no marlin. The next show covered by Power will be £3 in Los Angeles. Next month we'll share some exclusive news from Nintendo that will bring the house down.

# VIRGIN INTERACTIVE JOINS THE DREAM TEAM

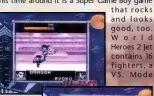
Virgin Interactive has signed on to the Dream Team for the creation of an exclusive title for the Nintendo Ultra 64. Virgin has been known for exceptional games on every platform including such hits as The Lion King for the Super NES and Seventh Guest for PC and PC ROM. Although the title that Virgin will develop has not been released so far, we'll bring you up to date as soon as we can.

## WORLD

Playmates has snagged another tournament fighting title from **Takara**, World Heroes 2 Jet.



This time around it is a Super Game Boy game









# RELEASE FORECAST



Bass Masters
Batman Fonever
Battletech
Big Sky Trooper
Big Sky Trooper
Boogerman
Castlevania Dracula X
Comarche
Deep Space Nine
Dirt Trax FX
Doorn
EarthBound
EarthBound
EarthWorrn Jim 2
Fire Team Rogue
Frank Thomas Big Hurt Baseball
Izzy's Guest for the
Olympic Rings
Judge Dredd

Olympic Hings
Judge Dredd
Jungle Strike
Knights of Justice
Mutant Chronicles
Oscar
Prehistorik Man
Realm
Revolution X
FHI Roller Hockey
Star Trek: Deep Space 9
Swat Kats
Syndicate
Teom Bawl III: Final Edition
Weapon Lord

Summer '95, Fall '95 Fall '95 Fall '95 Summer '95 Summer '95 Summer '95 Summer '95 Fall '95 Fall '95 Summer '95 Fall '95

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Fall '95



Aladdin Animaniacs Donkey Kong Land Earthworm Jim 2 NHL Hockey '95 World Heroes 2 Jet Fall '85 Summer '95 Summer '95 Summer '95 Summer '95 Summer '95

## NINTENDO POWER TIMES



## EARTHBOUND ARR

From Aliens

## By Al Lien

If you're an RPG fan and you're looking for something new to play, then Nintendo Power has just the game for you! Check out all of the wacky role-playing action in this off-the-wall, modern day adventure. If you can't save the world, you had better hope that the aliens are vegetarians!

## It's a Jungle Strike!

South American drug lords threatening U.S. soil

Deep in the jungles of South America, evil plans to cripple the U.S. have been put into action. As the Special Force's best helicopter pilot, it is your job to stop the instigators of this plan before it becomes a reality!



995





Stop sitting on your duff while you're gaming. Now you can play your favorite games, and keep healthy at the same time



## HIGH TECH NEWS

## The Cutting Edge of Gaming!

If you are looking for high-tech gaming, then next issue's article is perfect for vou. Catch our exclusive insider's look at the ACM rendering technique as well as the latest news on the Virtual Boy.





NOW SHOWING

FED SDACE 9

You never know what dangers you'll face, when you live on the edge of the galaxy. Don't miss the adventure in the latest Star Trek game!

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Volume 67 {Dec. '94}: Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods (NES), Samurai Shodown (Game Boy), Wario Blast (Game Boy), Casino Funpack (Game Boy).

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